Polyhedron

NEWSZINE

120

JUNE US$2.95

The Corp
TSR, Inc.

Mr. Johnson
Scott Douglas

Deckers
Dave Conant
Terry Craig

Street Docs
Dee Barnett
Angie Lokotz

Fixer
Judy Mueller

Contacts
Dave Hoeke
Lou Prosperi

Gutter Trash
Jeff Quick

POLYHEDRON® Newszine (the official newsletter of TSR Inc.'s ROLE PLAYING GAME ASSOCIATION™ Network) is published monthly by TSR, Inc. The mailing address for correspondence is: 201 Sheridan Springs Road, Lake Geneva, WI 53147. Phone (414) 248-3625. Fax (414) 249-4600. Email: RPGAHQ@aol.com or TSR.RPGA@genie.com.

POLYHEDRON Newszine is mailed free to all RPGA® Network members. Membership rates for the U.S., Canada, and Mexico is US$20. Foreign rates are $40 per year (air mail). All prices are subject to change without notice. Changes of address for the delivery of membership materials must be received at least 30 days prior to the effective date of the change to ensure uninterrupted delivery.

Unless special arrangements to the contrary are made prior to publication, materials submitted to the publisher for publication in POLYHEDRON Newszine are accepted solely upon the condition that the materials may be edited and published in POLYHEDRON Newszine or used in RPGA Network sanctioned tournaments, conventions and events. TSR and the RPGA Network shall make no other use of the materials unless TSR and the author or artist enter into a written agreement regarding such use. TSR grants to prospective authors a non-exclusive right to use copyrighted materials of TSR in their submissions to TSR. An author, however, shall have no right to publish or permit someone other than TSR to publish a submission that includes any copyrighted materials of TSR without first obtaining the written permission of TSR to do so. All letters addressed to the RPGA Network or to TSR, Inc. will be considered as submissions and may be printed in whole or in part at the discretion of the editor unless the sender specifically requests otherwise in writing. Unless otherwise stated, the opinions expressed in POLYHEDRON Newszine are those of individual authors, and do not necessarily reflect the opinions of TSR, Inc., the RPGA Network, or its staff. Standard Disclosure Forms, POLYHEDRON Writing Guidelines, Tournament Request Forms, Membership Forms, Club Forms, and Classified Ad Forms are available from Network HQ.

® and ™designate trademarks owned by TSR, Inc.
© 1996 TSR, Inc. All Rights Reserved.
Other product names are trademarks owned by the companies publishing those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status.

Polyhedron® NEWSZINE

Volume 16, Number 5
Issue #120

Special Features

Shadowrun

4 **World Under Construction**
Election year, 2057—there's some ugly babies to kiss

11 **The Florida Key**
A Shadowrun adventure in the Miami Sprawl

Departments

6 **Forgotten Deities**
Jergal, Lord of the End of Everything

8 **Elminster's Everwinking Eye**
The independent town of Felshroun

24 **A World of Your Own**
No Humans Allowed! We don't serve your kind here

26 **Ravens Bluff Trumpeter**
Dargon Haras attacked; Potions, Lotions, & Notions closes; and more

Communications

3 **Your Initiative**
Letters from members

30 **LIVING CITY™ Miniature Rules**
Where painted ladies are socially acceptable

32 **Notes from HQ**
Know your editor

COVER: Tony Szczudlo—the artist, not the ork—shows us Wrath, ready to shoot first and not even consider asking questions.

your initiative

letters have been edited for brvty and clarity

This month marks the start of the letters page, something I plan to make a regular to semi-regular feature. HQ gets many letters every month, and several good ideas cross my desk that I'd like you to see too. Do you have an opinion on POLYHEDRON®, RPGA®, or the state of gaming in the world? Write to us about it, and we may find room for it here.

Dear Sir:

...I find very little of great use in the Newszine. I normally run a FORGOTTEN REALMS® AD&D® campaign with a group of long time players and one or two campaigns with WARPS (The University College Cork Wargaming & Roleplaying Society)—i.e. I may be running three campaigns simultaneously. The articles I have found to be of use have been the FORGOTTEN REALMS Deities and the *Everwinking Eye* series. The various LIVING™ campaigns are of no great use to us, and the only one that might be, the LIVING CITY™, most people over here find the majority of items rather on the juvenile side. Other major criticisms I have heard are:

a. that it tends to be too American-oriented, somewhat understandable seeing that the majority of Network members live in the USA;
b. too much concentration on the various LIVING campaigns;
c. deadlines for competitions are too short for European members—we normally receive POLYHEDRON® every second month, two issues at once.

I am happy to see that you are publishing adventures in POLYHEDRON® again. However, with regard to adventures:

a. generally, "one-shot" adventures are of little use—I don't know any GM who uses one-shot adventures except for one day a year when we run an introductory gaming night for new members;
b. adventures should be tailored to campaign worlds, including defunct worlds such as GREYHAWK®, AL-QADIM®, etc. This should include fitting them to the tone of the game world. Adventures for other systems could also be included;
c. too many adventures appear aimed at low level characters (1–5);
d. I would like to see longer adventures, ones that may have to be published over two or three issues. In that case, publishing them quarterly could cause difficulties.

What else can one do for those who don't attend conventions:

a. articles on items of general use for gamers, not just for AD&D;
b. articles on adapting adventures;
c. how to design character backgrounds, for both player and GM;
d. how to set campaign tone, including listing words, phrasing (such as is used in the Realms—morningfeast, winters, sellsword, etc.), and naming conventions used in that world;
e. how to draw good campaign maps.

I hope these comments and criticisms are of use.

Yours sincerely,
Des Garrett
RPGA Regional Director Ireland

They're mighty useful. Thanks Des! This is part of a much longer letter, which was not as curt when we got it, I promise. I wanted to print this letter because 1) Des mentions changes I'd like to make anyway, 2) he raises points we've discussed around HQ, and 3) he's from Ireland. I mean, how cool is that? Do you agree with Des? Disagree?

Dear RPGA:

I started participating in role-playing games back in 1981. I still remember my first convention in February 1982: the fun of being with people who liked what I liked, the thrill of playing in a game that I never played before, I even remember the faces of a few experienced gamers whom I observed that weekend.

I also remember a time that I didn't want to go to conventions any more. In September 1984, I was attending a convention in which several bad experiences happened. On the first night of the convention I saw a person almost have a temper tantrum when he rolled a "1" during the first round of combat. Before that incident, I never saw anyone get a face reddened with anger over his 20-sided die.

When the convention was over, I asked myself, "Why do I go to conventions? There's too much crap."

A few years later (1991) a friend introduced me to the RPGA. He told me it was a network of gamers that emphasized role-playing. Even though I dreaded going back to conventions, the RPGA system appealed to me. I joined and judged games for two years and didn't see the crap in the RPGA that I previously experienced at gaming conventions.

[Later] I discovered LIVING CITY. I don't know where LIVING CITY was when I first joined, but now it seemed as if everything in RPGA was LIVING CITY.

Everyone I met who was part of RPGA was talking about it. People even made it a point to try to get into every LIVING CITY event at a convention.

Then I started running LIVING CITY events. Guess what happened? The crap was back. Again, I had to deal with sniveling remarks from players. "Oh this is the one that was meant to kill us all," was an actual quote said to me during a game I ran. I don't see the role-playing in comments like that, and I didn't hear that before I ran LIVING CITY events.

But it gets worse. When the rules were printed in POLYHEDRON #110, I heard some of the biggest whiners come out of the closet. In one event, someone changed one of his/her character adjectives to "insane". When someone else used a *staff of curing* to cure the insanity (he didn't want to deal with it anymore), the player of the cured character complained about having his mind affected by spells and that it was against LIVING CITY laws.

The worst aspect of LIVING CITY though, is the fact that magical items can be purchased with real cash. I would like to know where ANY aspect of role-playing is in these events. This system just favors people who have money.

I would like to see an end to LIVING CITY. It may be good to print campaign ideas for people to run with their gaming group on the weekends, but at conventions, it just brings the bad part of gaming out into the open. I see the same crap in LIVING CITY events that drove me away from conventions in years past. I've noticed a decline in the quality of role-playing when compared to my first two years with the RPGA. LIVING CITY doesn't emphasize role-playing, which is what the **RP** in RPGA is supposed to stand for.

Sincerely,
Erik Benson
Burlingame, CA

That's all for this month. Did I mention that I want your opinions? Write and let us know what you think about these topics or any other personal soapboxes.
—Jeff

Big Doings in Shadowrun®

By Stephen Kenson and Mike Mulvihill

World Under Construction

The Newszine's reporters bring you vital information about the Election Year... ...of 2057

The Election of 2056

In early 2057, a scandal of unheard-of proportions rocked the UCAS. The "dullest election of the 21st century," as the media dubbed it, turned out to have been rigged...apparently with the approval of the highest office in the land. In response, Congress launched an immediate investigation that resulted in the impeachment of the president and vice president. Speaker of the House Betty Jo Pritchard (R-ONT) became the Acting President of UCAS and would hold that position until new, untainted elections could be held.

The scandal and the prospect of a new election brings all the political factions in the UCAS (and elsewhere in North America) out of the woodwork. The short campaign time of just under eight months allows fringe parties an unprecedented degree of influence because neither they nor their candidates will be subject to the usual long, drawn-out public scrutiny. Dissatisfaction with the UCAS's traditional parties is at an all-time high; numerous splinter groups are breaking off and going it on their own. Policlubs start gathering behind their favorite candidates, and politicians and agitators begin hauling out their favorite causes to champion in front of the ever-hungry media machine.

Then the dragon enters the race.

The Election of 2057

On March 15, 2057, Dunkelzahn declared his intention to run for president of the UCAS on a special episode of his talk show, *Wyrm Talk*. He is legally able to run under the revised UCAS Constitution. The revision allows new citizens to become president—a provision originally intended to "grandfather" Canadian citizens into the electoral process during the formation of the new union between Canada and the remaining United States. Dunkelzahn's announcement has focused the eyes of the world on this political race; will the people of the UCAS vote a dragon into the highest office in their nation?

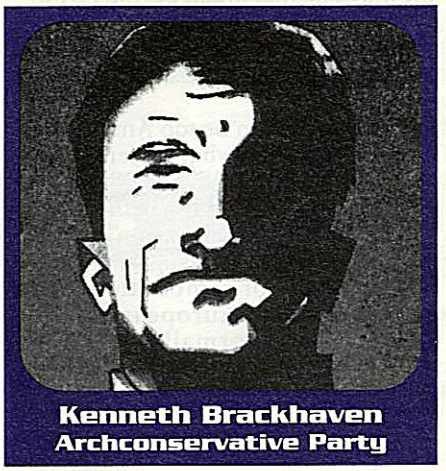
Dunkelzahn's announcement has also polarized all the factions involved in the election. The Awakened factions are split between metahuman candidates and the strongly pro-Awakened dragon. Anti-metahuman, anti-magical factions like the Humanis Policlub are enraged at the thought of a "mythological monster" becoming president. The political situation is a powder-keg of opposing groups, likely to explode at any minute.

The Candidates

The major presidential candidates—including Dunkelzahn's independent candidacy—represent the UCAS's diverse political factions.

James Booth
Technocratic Party

James Booth was the Vice President of the Steele administration recently removed from office. The rigged 2056 election and the administration's resultant ouster from office crippled President Steele politically, but Booth refused to let his once-promising political career die and is making a comeback bid for the top seat. Most experts consider him a lame duck candidate, but he may appeal to some traditional-minded voters who are looking for continuity in a bewildering world.

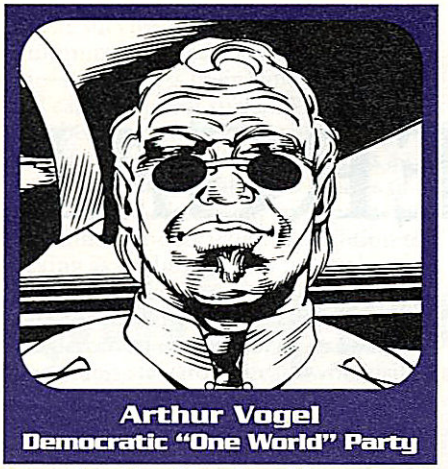


Kenneth Brackhaven
Archconservative Party

Kenneth Brackhaven is a well-to-do Seattle businessman with financial interests and investments in several major companies. He's a multi-billion nuyen success story—a man who took all the opportunities life gave him and parlayed them into something worthwhile. He seems to be the embodiment of traditional conservatism: a businessman, family man, and upstanding community leader. His platform calls for a return to "traditional" values of common-sense management and good old American know-how.

In truth, Brackhaven has secret ties to the Humanis Policlub. He knows that he cannot openly express many of his more radical racial opinions if he wants to succeed in his quest for public office, so he has become skilled at hiding the true depths of his bigotry while subtly promoting racism and discrimination within his sphere of influence. High-level movers and shakers within the Humanis Policlub are secretly backing him as their man for the presidency.

Shadowrun is a registered trademark on the FASA corporation



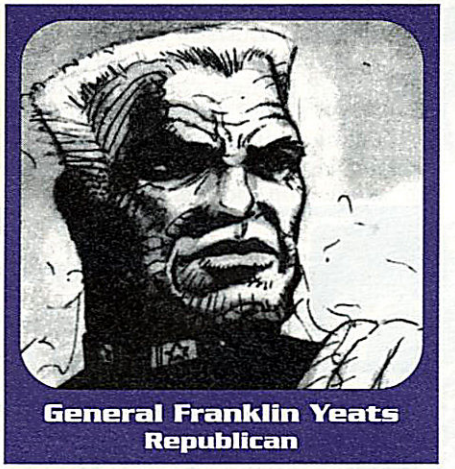
Arthur Vogel
Democratic "One World" Party

Arthur Vogel is a dwarf from Ontario, the only metahuman presidential candidate aside from Dunkelzahn. His running mate, Gary Grey, is a troll, which gives the pair a comical look on the podium. One of the first dwarfs born as a result of UGE, Vogel is in his early 40s. An expert attorney specializing in ecological causes, he worked his way through law school and built his career on pulling off difficult and delicate negotiations with powerful corporations. Vogel is a dynamic speaker, and many people consider him the courtroom champion of eco-consciousness.

Dr. Rozilyn Hernandez
The New Century Party

The New Century Party is a loose coalition of disaffected Technocrats who jumped ship in the wake of the rigged-election scandal and a number of hip, post-modern, highly educated hermetics. The party's ideology calls for a melding of scientific and magical principles to create a happier and more prosperous society. As they see it, the UCAS needs to call upon all its technological and magical resources to solve the nation's woes. The party strongly supports small-business initiative, research and development, innovation, and education as keys to keeping the UCAS prosperous in the global arena.

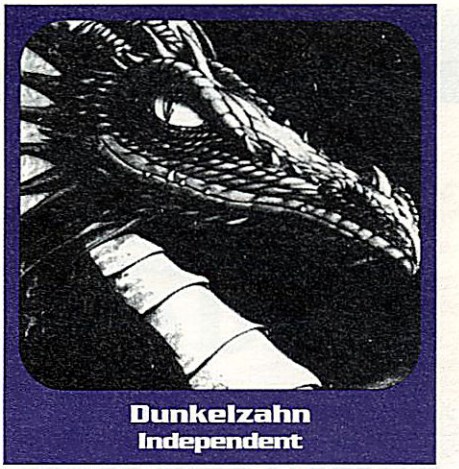
The New Century Party's chief spokeswoman is **Rozilyn Hernandez**, a controversial social scientist and mage who has served as a member of the faculty at Georgetown University for the past fourteen years. Ms. Hernandez's theories on social development, techno-magic, and progress through innovation have met with acclaim and criticism throughout her career. Despite the vagaries of public opinion, Rozilyn stands by her theory that metahumankind can achieve a utopian society through technological and magical development.



General Franklin Yeats
Republican

A retired UCAS Army general, **Franklin Yeats** left military service for the private sector in the early 2040s and has worked since then as a "military advisor" for several corporations. He has also traveled the lecture circuit and written several popular books on his experiences in the military during some of the harrowing formative years of the UCAS. Yeats is much like Colin Powell after Powell left the Joint Chiefs of Staff—intelligent, reserved, honorable, and popular precisely because he does not seem like a politician.

General Yeats has made Bug City his personal cause célèbre. Yeats has strongly criticized the UCAS government's treatment of the crisis and advocates quick, decisive action to end the deadlock between the UCAS military and the bugs.



Dunkelzahn
Independent

Dunkelzahn is a great Western dragon, at least 7,000 years old and possibly far older. He is the only one of his kind to show real interest in metahumanity.

Dunkelzahn feels a certain responsibility toward his fellow creatures, but has been continually frustrated in his efforts to enlighten and educate metahumanity by his fellow immortals. They prefer to keep the masses in ignorance while guiding metahumanity toward fulfillment of their own purposes. Dunkelzahn has a somewhat romantic view of the human struggle and empathizes with the plight of mortals in the Sixth World.

The events and omens of the past few years have deeply disturbed Dunkelzahn. He feels that humanity has stumbled into matters involving the Awakened world for which they are simply not prepared. Dunkelzahn can no longer stand by and watch events unfold; he must take action.

He decides, therefore, to take actions that will benefit all of metahumanity whether they know it or not. The dragon sees himself as something of a benevolent dictator, someone who must take certain high-handed measures because he knows more than everyone else. He would rather educate and inform people so that they can act on their own behalf, but if that is not an option, he will gladly do what needs to be done himself.

This Reporter's Conclusion

In a world dominated by amoral megacorps and corrupt leaders, cheaters never prosper! Further information about the election and the candidates appears in *Super Tuesday*, *Shadows of the Underworld*, and *Portfolio of a Dragon: Dunkelzahn's Secrets*, all scheduled for release in the Spring/Summer of this year. Check upcoming *Shadowrun* products for absentee ballots and cast your vote for President of the UCAS.

Remember, vote early and vote often!

JERGAL

Lord of the End of Everything

by Eric Boyd

Jergal
Lord of the End of Everything, Scribe of the Doomed, Seneschal of the Crystal Spire, the Forgotten One, the Pitiless One, Guardian of Tombs, Protector of the Names of the Dead

Demipower (formerly Greater) of the Gray Waste, LN

Portfolio: Fatalism, order in death, proper burial

Alias: Nakasr

Domain Name: Oinos/Crystal Spire

Superior: Kelemvor

Allies: Amaunator (dead)

Foes: Cyric, Velsharoon

Symbol: Skull, scroll, and quill

Wor. Align.: LG, NG, LN, N, LE, NE

Jergal (JER-gal), Lord of the End of Everything, is responsible for keeping records on the final disposition of all the spirits of the dead. He is the fatalistic undertaker who strives for order in death, anticipating the ever-encroaching termination of all things living. Jergal strives for an orderly accounting of the fate of the world as it slowly sinks into death. Few mortals are even aware of Jergal's existence except for a few sages studying ancient history.

Jergal was Myrkul's predecessor as Lord of the Dead, although he apparently voluntarily relinquished that position to the Lord of Bones many centuries ago. Jergal played no part in the Time of Troubles, but when Cyric succeeded Myrkul as Lord of the Dead, the Scribe of the Doomed continued to serve as the Seneschal of Bone Castle. A core component of his being makes Jergal absolutely loyal to the current Lord of the Dead, regardless of who holds that office. From Jergal's actions during Cyric's tenure, however, it is apparent that while Jergal is utterly loyal to the office of Lord of the Dead, he can subtly undermine the current officeholder if he is not true to the position's responsibilities.

Jergal seems to find working with Kelemvor, the new Lord of the Dead, much more to his satisfaction. The Forgotten One serves the Judge of the Damned as seneschal by maintaining careful records of all who enter the Crystal Spire, Kelemvor's new abode built on the rubble of the Bone Castle. It is possible that Jergal will regain some of his former prominence serving Kelemvor, but it is equally likely that the Seneschal of the Crystal Spire will pass on into death himself, having found a suitable successor to his position. Regardless, the Scribe of the Doomed has little apparent interest in the living save for recording their final fates.

Jergal never angers, and always speaks with a disembodied, chilling voice that echoes with the dry whisper of a long-forgotten crypt. His tone is bland, his words fatalistic, and his demeanor excessively formal. Most mortals find the Forgotten One a shadowy, sinister figure who leaves a vague feeling of unease in his wake. Jergal is totally focused on death and perceives life as momentary existence. This monstrous scribe is depicted with a smooth gray face, featureless except for a pair of bulging yellow eyes. His body is a shadow-filled gray cloak which rises and falls as if buffeted by unseen wind. He wears white gloves supported by invisible hands and arms.

The Church

Clergy: Clerics, specialty priests, monks
Clergy's Align.: LN, LE
Turn Undead: C: Yes, if neutral, SP: Yes, at priest level +2, Mon: No
Cmnd. Undead: C: Yes, if evil, SP: Yes, at priest level +2, Mon: No

All clerics, specialty priests, and monks of Jergal receive religion (Faerûnian) as a bonus nonweapon proficiency.

Jergal has only a handful of living worshipers, but it is believed several score of his

priests survive as mummies and greater mummies in sealed tombs. These mummies still possess their living intelligence and can cast priest spells. While most have become lawful evil in alignment, some favored few still tend towards a stricter lawful neutral ethos. Priests of Jergal existed historically in very lawful and militaristic societies. In addition to serving as scribes, Jergal's priests kept careful records of births, deaths, and taxes for the kings they served. Jergal was perceived in such societies as a compassionless steward of death who visited mortals at their appointed time to transport them to the appropriate realm in the afterlife.

Jergal's few temples are typically lifeless stone mausoleums or dry crypts. Animals and plants never live long in these bleak houses of endless drudgery. Sentients who toil daily in Jergal's dusty temples quickly age and grow weak, yet never die before their appointed time, dooming them to a life of venerability. Rare visitors find long rows of scribes dutifully recording the affairs and fates of the short-lived mortals in the surrounding lands.

The clergy of Jergal are known as the Scriveners of Doom. Within their ranks, the high priest of each temple is known as First Scrivener of Doom, but otherwise the faith eschews titles or ranks. The faith is evenly split between clerics, monks, and specialty priests, known as doomscribes.

Dogma: Everyone has an eternal resting place chosen for him or her at the moment of creation. Life is a process of seeking that place and eternal rest. Existence is but a brief aberration in an eternity of death. Power, success, and joy are as transitory as weakness, failure, and misery. Only death is absolute, and then only at its appointed hour. Seek to bring order to the chaos of life, for in death there is finality and a fixedness of state. Be ready for death, for it is near and uncompromising. Life should be prolonged only when it serves the greater cause of the death of the world. Undeath is not an escape or a reward; it is simply a duty of a chosen few who serve the Lord of the End of Everything in making the transition to a dead world as a painless as possible.

Day-to-Day Activities: The small cult of living Scriveners of Doom spend their days maintaining and extending vast archives of scrolls listing how sentients under their purview passed away and their afterlife destination. Despite the near hopeless task, they toil on, knowing they have eons to complete it. In Thay, where the tiny cult of Jergal is prominent compared to elsewhere in the Realms, most members of Jergal's clergy are employed by individual Zulkirs or Red Wizards to oversee their slave records. In addition to fulfilling a necessary task for society, this gives the scribes crucial access to records detailing large numbers of sentient beings.

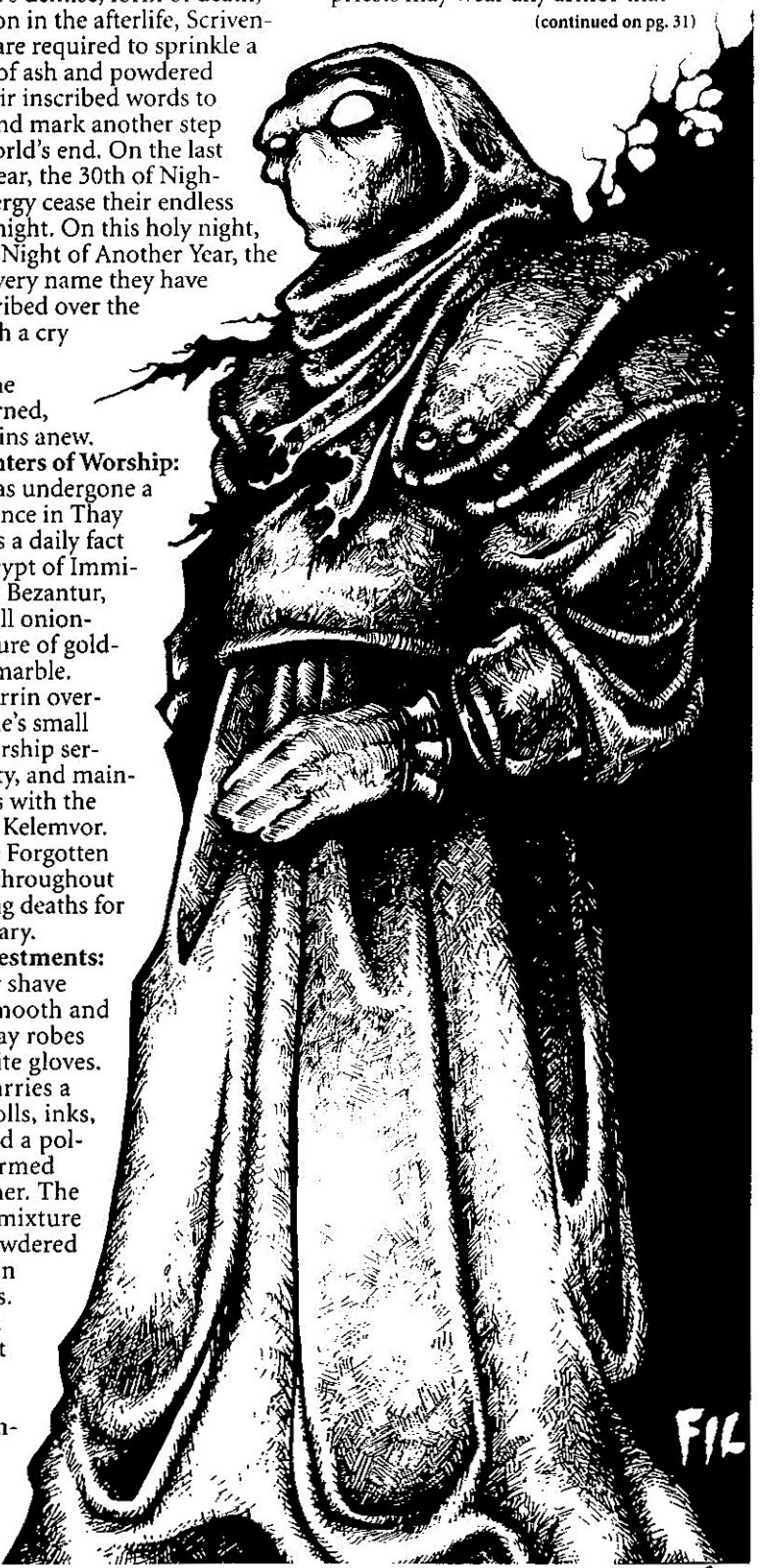
Holy Days/Important Ceremonies: Jergal's priests are required to perform the Sealing. After recording each and every creature's demise, form of death, and destination in the afterlife, Scriveners of Doom are required to sprinkle a light dusting of ash and powdered bone over their inscribed words to blot the ink and mark another step toward the world's end. On the last night of the year, the 30th of Nightal, Jergal's clergy cease their endless toil for a full night. On this holy night, known as the Night of Another Year, the priests read every name they have carefully inscribed over the past year. With a cry of "One Year Closer!," all the scrolls are burned, and work begins anew.

Major Centers of Worship: Jergal's cult has undergone a small renaissance in Thay where death is a daily fact of life. The Crypt of Imminent Death in Bezantur, Thay, is a small onion-domed structure of gold-veined black marble. Dyhna Zhyborrin oversees the temple's small staff, leads worship services in the city, and maintains close ties with the worshipers of Kelemvor. Cultists of the Forgotten One journey throughout Thay recording deaths for the Crypt library.

Priestly Vestments: Jergal's clergy shave their heads smooth and wear plain gray robes and long, white gloves. Each priest carries a satchel of scrolls, inks, and quills, and a polished skull formed into a container. The skull holds a mixture of ash and powdered bone for use in Sealing rituals. The skull or a depiction of it on an amulet also serves as their holy symbol. High-level Jergali priests sometimes wear masks to make them look like their god

Adventuring Garb: Jergal's priests rarely adventure and only at Jergal's bequest. Their current duties under the riegnof Kelemvor are to seek out those who attempt to prolong their lives beyond their appointed time through magic and terminate them. Jergal's priests may wear any armor that

(continued on pg. 31)



The Border Kingdoms

Felshroun

by Ed Greenwood

Elminster's Everwinking Eye

"I toured the Border Kingdoms once. Dreary backwaters, my dear, all mud and rough unkempt types who wanted my money. I had to kill forty-two of them, and broke my best dagger in the eye-socket of the most belligerent. Uncivilized louts—completely uncivilized!"

—Lady Adreinelle Nesher
Dowager Matron of House Nesher
to a young noble lady at a revel
Year of the Harp

The wine cellar holds up, so Elminster's still sitting in my best armchair, feet on the table, waving his pipe and declaiming lore about the Border Kingdoms.

Thus we have a look at a more adventurer-friendly town than Emrys: the independent hold of Felshroun, seat of the Free Barony and home of the Four Mages, spoken of in such ballads as "The Rider O'er The Moon" and "The Dryad and the Gargoyle."

Felshroun stands where roads meet from Shandolphyn's Reach, the Realm of the Smoking Star, and the Barony of Blacksaddle. Felshroun is the center of a highly-regarded horsebreeding industry, a trade town and important neutral ground in the Border Kingdoms.

Ruled (lightly) by an elected-for-a-decade Free Baron, Felshroun claims as its protectorate all lands north of the Duskwood between Lammatar's Water and the West Dusking River. This rolling meadowland is given over to horse farms, open pastureland, small walled gardens, and coppices from which folk of the Free Barony cut their fenceposts and rails.

Situated in the center of this pleasant domain, Felshroun stands in the shape of a large diamond, with towers at each compass-point corner, and gates centered in each wall between them.

The Towers

Each tower is home to a mage and can only be entered on foot through a huge double door inside the town walls where two walls meet. Each door is actually a stone golem which grinds open to reveal an inner iron door that is actually an iron golem. Beyond lies a gauntlet of traps and holding areas that vary from mage to mage, but are known to include trained mimics and falling portcullises. Defenses are typically activated by use of destructive magic, an attempt to circumvent the walls near the doors, or whenever a scrying apprentice believes that visitors mean ill.

The northern turret is Lakelight Tower, and the gate on the northeastern wall is the Dusking Gate. The road from it to the Duskfords is called Ralavar's Way. The eastern tower is called The Sentinel, commanding an easterly view across to the far banks of the Waevendusk.

The southeastern gate is Lambsgate, so called because it opens onto a meadow divided into paddocks where sheep are marshalled for market. The southern turret overlooks the Duskwood, and is aptly named Watchwood Tower.

The southwestern gate is called Burning Banner Gate thanks to a long-ago battle between two mercenary bands who were both disappointed by the Four Mages. The road out of it is Westwater Way, named for its nearby ford of Lammatar's Water on its way southwest to Luthbaern and the Barony of Blacksaddle.

The western tower is Felshroun's Folly (or more often "the Folly"). Its name comes from the grizzled old farmer who once owned these lands, and built a ramshackle wooden lookout tower on this spot just because he wanted to. The gate in the northwestern wall is Reach Gate and the Shore Road runs out of it into the realm of Shandolphyn's Reach.

The Foresters

A band of rangers known as the Foresters keeps order in the lands. They know and love the land, planting, pruning, and irrigating as often as they draw swords.

The Foresters dress informally in brown, green, and gray battle-leathers. They also wear maroon sashes marked with their symbol: a silver falcon's head with an emerald eye, beak to the right, atop a bear pawprint, nails downward.

The Foresters ride about the Free Barony on mounted patrols. These patrols may be bolstered by priests of Chauntea or Mielikki if trouble is expected, or even by one of the Four Mages' apprentices. Each patrol includes at least one veteran member (a ranger of eighth or higher level) who carries a special silver hunting horn and wears a ring of shooting stars. The ring's light power consists of a blinding burst of amber-hued fireworks that blossom two hundred feet or more into the air.

The horn-call or the fireburst will alert local Watchers (usually publicans or important farmers) to light one of the three beacons to summon aid. Aid comes from Highgirt Hold, atop a grassy hill on the edge of the Duskwood, in the form of a double-strength griffon-back Forester patrol accompanied by at least two apprentice mages. Brigand and monster raids in the Free Barony are few and short-lived.

human and half-elven men and women between fifth and eleventh level. The most accomplished are Skaera Attulbrae and Nuloxer Hethmountain.

Skaera [LG h-e W11; DEX 17, IN 18, WIS 17] is from Turmish—a formerly shy, studious lass of great beauty who recently discovered that she likes battle. Now she charges into every fray with her calf-length red hair swirling behind her. She's currently perfecting a spell that creates two dancing swords to fight for her at once. She isn't there yet, but can conjure and send one blade into battle while she works other magic. She also can cause a dozen daggers to fly and seek a target for two rounds. Elminster hasn't persuaded her to part with descriptions of any spell yet, but plans to offer her one in trade (see pg. 10).

The other notable apprentice is Nuloxer Hethmountain [NG hm W10; IN 18, WIS 18]. A quiet man who dresses all in black or all in wine-dark purple, Nuloxer always has a backup plan or escape route, and is becoming a master of barrier spells—in particular, spells that allow one thing but bar another. 'Careful' is the word often used to describe him.

constantly the subject of dark rumors involving the summoning of baatezu and links to the Red Wizards, the Arcane Brotherhood, or some other evil master (these rumors are untrue, though Anathander cultivates a mysterious air). The brothers Caladreth and Sortlan Baerimbar (men of unshakeable calm and superior observation and memory [NG hm W8]) are the most experienced and often-encountered patrol apprentices.

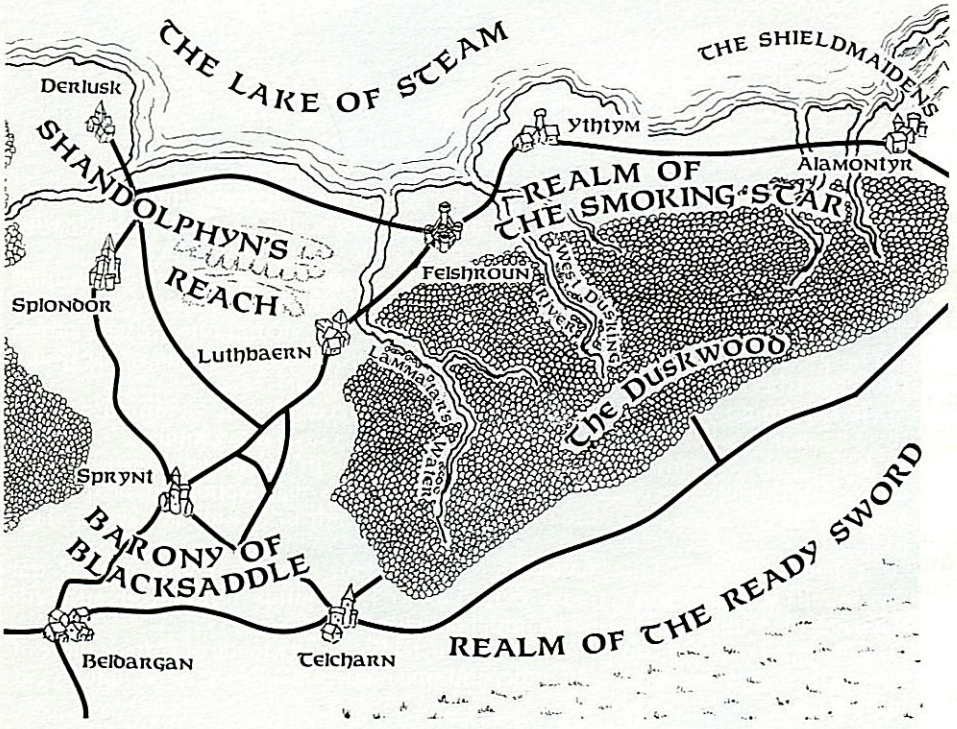
The Four Mages themselves, however, outstrip all their apprentices combined. The Free Barony of Felshroun exists and remains independent today because of their influence. The wizards came to that rarest of agreements: to dwell near each other in peace, trusting in common cause and skill to keep their shared demesne safe and in good order. They established the offices of the Free Baron and the Foresters, and let both function unhampered by sorcerous meddling. They also raised the wall around Felshroun and the towers at its four corners—towers each still occupies, almost a century after Felshroun was founded.

Elminster's Everwinking Eye

The Apprentices

At present, the Four Mages of Felshroun have almost three dozen apprentices between them, consisting of

Three other apprentices also deserve mention. Anathander Berej [LN hm W9; ST 16, DEX 17, IN 18, WIS 17, CHA 17] is a darkly handsome rake,



The Free Barons

There have been six Free Barons. Certain Felshrounians suspect the Four Mages of subtly steering various Barons (especially the second, Baeroph Heglaern, who had dishonest tendencies), or directing Foresters into encounters with forces advancing to attack the town. Such meddling has never been proven.

The current Baron, the fat, gruff, and widely-loved Balaethan 'the Bald' Aromm [LG hm F7], is early in his second consecutive term, and would be shocked at any suggestion that the Unseen Friends (as he calls the sorcerers) are involved in statecraft in any way. Balaethan administers justice and fairness in trade from the Hall of Domes at the center of town, whose arch-topped doors are always open. He likes nothing better than playing the generous host to visiting merchants, and showing them just what a nice little corner of Faerûn they've wandered into. He has a bodyguard of a several scarred and hard-faced women, former Inner Sea pirates who don't trust visitors as freely as the Baron, loitering nearby with weapons and wands of paralyzation.

The Justice System

The Hall of Domes has an armory

and dungeon, but the Free Baron prefers to use its meeting rooms, dining lounges, and—when he must—its Hall of High State. Any visitor or citizen is entitled to bring complaints before the Baron or his three Knights of Justice (black-masked judges appointed by the Baron, who at the moment all happen to be elderly matrons known for practical sentencing and shrewd judgment). Fines, exile for a season or decade, and "the tenday lockup" or "the month of rotting" (in a dungeon cell) are the usual punishments handed out, with an accent on restitution to the victims, and "forgive but not forget." Habitual criminals may find a Forester or even one of the Baron's bodyguard at their elbows whenever they set foot out of their own homes in Felshroun.

Merchant disputes are more often settled by negotiations and damage payments than jailing, and this tolerance for freewheeling mercantile pursuits, plus light taxation (10 gp/building owned/year, plus 1 sp/wagon owned/gate passage) makes Felshroun the popular 'miniature Waterdeep' of the Border Kingdoms.

Crowding within the walls is starting to become a problem, and pressure is on the Free Baron to allow building around the tow and to hire mages to blast a way down through the cliffs to create a port on the Lake of Steam. So far, the Baron has done nothing to further such plans, though it is believed that he has asked the Four Mages for advice and awaits a reply.

The "Unseen Friends"

The Four Mages keep to their towers, working on making their magic ever-mightier. They are usually seen in public only at the festivals of Midsummer, Shieldmeet, Greengrass, and the Feast of the Founding (on the fourth day of Ches), which marks the day they raised the town wall and announced their formation of the Free Barony.

On at least one occasion—the Night of Fire (Tarsakh 17 in the *Year of the Bow*, 1354 DR)—they defended the town against a direct Red Wizard attack, rising up into the sky to stand on empty air, hurling sky-spanning lightning and other spells in a victorious cause. Two years later, they are thought to have headed off a destructive wyrm during the Flight of Dragons, though no one actually saw them taking to the air at the time.

Otherwise they seem to prefer seclusion and study to statecraft or adventuring. They take fewer and fewer apprentices these days, though the stream of hopefuls has steadily increased. Some go to the only other known mage in Felshroun, Ladalas the Fearless [NG hm W7; IN 18, WIS 16], who is old, forgetful, frail, and a ditherer. Most drift to other Border realms if the Four refuse them.

The Four don't allow their apprentices to tutor others and remain apprentices—two who did take on their own pupils, Elegur Dathday [LN hm W8; ST 17, IN 18] and Jaluene Presyae [CG h-e f W7; DEX 17, IN 17, CHA 17] found the gates of their teachers closed to them, and soon left Felshroun (the present whereabouts of both ex-apprentices are a mystery).

The blaze which slew Shelarnshoa of Calimshan, and destroyed the top of his tower on Shuttle Street, was the work of the Four. A series of magic mouths appeared that same night on the bar of the most popular tavern in town, the Moldy Cheese And Laughing Spoon. The mouths spoke in the Mages' voices saying that they'd not tolerate evil sorcerers coming to dwell in Felshroun and summoning "unwise things."

In the next column, we'll see who the Four Mages are, and why some folk think Felshroun is the best place to dwell in Faerûn—while others think it is doomed. ❑

Elminster was kind enough to supply us with the spell he intends to trade Skaera. If anyone has any knowledge of Skaera's spell or something similar, he is encouraged to send it on for Elminster's review.

Archveult's Spell Dagger
(Evocation)
Level: 4
Range: 30 yards/level
Components: V,S,M
Duration: Special
Casting Time: 4
Area of Effect: One creature
Saving Throw: Special

Named for the mage who devised it, this spell creates a ghostly image of a foot-long dagger that flies soundlessly and unerringly to strike a target creature (who must be visible to the caster at some time during the casting of this spell).

The dagger-like image of magical force vanishes upon striking the target, dealing 1d4+1 hit points of damage (no saving throw) and disrupting any spellcasting.

The dagger disrupts the normal body activities of its victim, causing wild surges of energy that cause dizziness, weakness in random body parts, and nausea (any Dexterity Checks made during the round of striking are at –3).

To determine what additional effects the spell dagger has, the victim must make two saving throws: one versus spell and the second versus paralyzation.

If the spell save fails, the victim is unable to concentrate enough to work magic for 1d3 rounds after the dagger's strike (not even words of activation can be recalled, and the will can't be gathered to direct or activate ready or already-awakened magics).

If the paralysis save fails, the victim is confused for 1 round; if both rolls fail, the victim falls senseless and can't be revived for 1d4+3 rounds. If both rolls succeed, the dagger has no effect beyond its initial damage.

The spell's material component is a six-inch long dagger made of a single piece of glass. The dagger must have a handle, and one blade must be sharp enough to cut human hair.

The Florida Key

by Jim Lockhart

Shadowrun II is a registered trademark of the FASA corporation.
Tournament © 1993, Jim Lockhart.

GM Background

For the last 500 years, the Seminole Indians of the Everglades have held a potent spirit focus used to control and protect a free storm spirit in the days of waning magic. The spirit focus was an idol made from an unusual green coral created by the Arawarks, a Carribean tribe. The Arawark shaman used the spirit to protect his island against hurricanes. When the Arawarks died out, the idol was taken to the Seminoles for safekeeping, until the prophesied time that the Europeans would be driven from the Caribbean.

Filth, a powerful Poisoner shaman and descendent of the Caribbean Native Peoples, was intrigued by the legends of the Arawark storm-king sorcerers. He was convinced that means to control free storm spirits must have been made in Pre-Colombian years. His suspicions were confirmed when research among ancient Mayan records revealed that the focus was sent into the swamps for safekeeping during Spanish conquest of the Caribbean. With research, Filth learned the true name of the Free Spirit.

Filth used a debt owed by Mafia kingpin, Carl the Knife, to hire a group of bandits to raid the village of a metahuman tribe, the New Seminoles, who currently guards the idol. The raiders broke the compound's defenses and took the focus, leaving many dead and wounded. Filth returned to the abandoned Miami waterfront to summon the free storm spirit and wreak havoc.

The adventure begins when the shaman of the New Seminole, an ork named Moon Pelican, requests aid of his foster sons (two of the runners). He also offers lots of money. From the clues at the site, the runners should investigate leads in the CAS. There they find Bloodbeard, (who lead the attack on the New Seminole camp) and determine that the raid was set up for Filth by Carlo the Knife, father of another runner.

The runners should return to Miami, and use their contacts to determine Filth's whereabouts. They defeat Filth and his minions and then must return the idol to the New Seminoles.

Runners can refresh Karma after leaving Fort Myer. Do not let them refresh Karma pools between the Toxic spirit and Filth.

Player Introduction

You are all shadowrunners in the deconstructed society of Miami in 2057. The six of you are from diverse backgrounds but have worked together in the past as smugglers, industrial spies and outright thieves. As a group, you have gained some reputation as successful operators, avoiding the enemies that end many careers.

In 2057, Miami is a semi-autonomous province of the Caribbean League. Following the secession of the Confederate American States (CAS) from the United Canadian and American States (UCAS), a hurricane devastated the South Florida coast, crumbling the infrastructure and releasing the VITAS III plague. Pressed with problems such as Texas secession, CAS aid was slow.

Help came from Caribbean League soldiers. Taking advantage of the CAS's political problems, the Caribbean League claimed South Florida. Although the tension in Texas faded after the Republic rejoined the CAS, the League retained Miami by allying with the CAS against the Aztlan threat in exchange for continued possession.

Like Seattle, many walks of life rub shoulders in the shadows of Miami's corporate arcologies. On the streets, the influence of Spanish, Afro-Caribbean, and North American culture are constantly heard in the accents, savored in the food, and seen in the graffiti and street art that fill Miami's broad avenues. On the darker side, the corporate competition is as ruthless as anywhere, the gangs are desperate and well armed, and the Yakuza and the Mafia war in the alleys and databases of the Miami Sprawl.

It is a little after noon on a rainy July Saturday. You are between jobs, lounging in the garage you use as a headquarters. Most of you use the afternoon for maintenance and R&R.

Encounter 0: The Running Elf

The runners hear someone beating loudly on the outside of the garage. When they check the view screen, they see a tall, strong elf, dressed only in breachclout and a holstered pistol, banging against the building's fortifications with what appears to be a fire axe. He is breathing heavily, and has a dirty bandage tied to his left shoulder. From his hair and the tattoos that adorn his body, the runners can tell that he is obviously tribal. Both Eddy and Wrath recognize him as Swiftly Running, a member of the New Seminole tribe.

The runners will most likely let Swiftly

Cruise

Human Rigger Age: 34
Real Name: Amanda Delacorte

Attributes:	Skills:
Body: 3	Electronics: 3
Quickness: 5	Negotiation: 3
Strength: 3	Etiq., Street: 5
Charisma: 3	Computer: 3
Intelligence: 5	Hovercraft: 6
Willpower: 4	Firearms: 3
Essence: .9	Rotorcraft: 1
Reaction: 4	Gunnery: 3
	Remote Drone: 3
Init: 4+1D6	Remote Weap: 5
Karma: 3	Stealth: 2
Pools: Combat: 6	Spanish: 3
Rigger Cont: 6	B/R Ground: 5
	B/R Gunnery: 3

Cyberware: cybereyes (thermographic, lowlight, flare comp); datajack; radio transceiver; smartgun link; vehicle control rig–2; retractable hand razors w/improved blades (5L)
Gear: Mossberg SM-CMBT shotgun (9S, 12D burst), 3 clips; Colt America Pistol w/smartgun link and 1 clip (6L); armor vest (3/2); vehicle remote control unit; pocket secretary; discography of rock and roll; portable stereo; 7000¥ credstick; CL$2500 in scrip; CAS$760 in certified credstick; hover repair shop;
GMC/Nissan Hovertruck:
Handling: 4 Speed:40/120
Body: 4 Armor:1 Signature: 6
Autopilot:1 Operating Radius on a full tank: roughly 1000 Kilometers.
Hover Gear: rollbar; 2 additional folding bench seats; small refrigerator; 1 level improved control surfaces; 2 levels passive thermal masking; 2 levels passive aural masking; +20% additional fuel; 1 level turbocharging; rigger control gear (non-rigger control gear removed); 360° external visual sensors with telescopic, lowlight, and thermographics; alarm system; camouflage netting
Weapon Systems:
1. 2 forward facing firmpoints each holds 1 ripple unguided missiles. Forward fire only. Only rigged-in driver may use this.
2. Pop-up, remote 360° anti-aircraft mini-turret mounting a light machine gun (9S, 7 points total recoil comp.) Only rigged-in driver may use this.
3. Rifle ports, right and left side. Gives 90° arc of fire and 1 point recoil comp.
Appearance: You have short-cropped blond hair and a deep

tan. You wear your cybernetic enhancements proudly. You prefer to wear old T-shirts and cut-off shorts. You almost always display the screaming falcon tatoo on your left shoulder.

Contacts: Gunther, a fence in Miami's Bogtown; Ramon, a fellow rigger and smuggler; Gutless, a bartender at Old Henry's, a honky tonk and "shadow bar" in Fort Meyer.

Character Background

You grew up poor and SINless in New Orleans. You daddy was killed smuggling guns to the Yucatan when you were 12. Your mama just wandered off after that. You learned quick that a person has to look out for herself.

Being a rigger is the greatest. You wouldn't trade the thrill of rigging for anything. You were born to drive machines. Fast.

You know much of the former state of Florida. You've smuggled through the 'Glades several times, tangling with some nasty Awakened creatures in the swamps. It's all in a day's work. The privateers operating out of Fort Myer are a bigger problem, but so far you've been faster and smarter.

You don't follow or lead, you're a born free spirit. You keep your deals and work with others, as long as they don't get pushy.

You are confident in anything you do. You have a sense of drama, and let others know how good you are. You often find new and creative ways to make even easy maneuvers more spectacular.

Other PCs

Wrath: a pro and a friend. A true presence in the streets, but he takes the whole "honor and control" thing too seriously.

Eddy: Wrath's brother, a swamp Tribal Ork, probably a physical adept. "Tribal" this and "tribal" that gets old. If he starts with you, you won't just take it.

Dallas: The merc's been at it for a while. He's still got what it takes, but he doesn't seem to enjoy it. He wants out of the business.

Mobley: a conjuring adept He's kind of green, but cute. You wouldn't trust him with 10 centavos, but he's fun to have around.

Indigo: a mage. She thinks shadowrunning is some social program. She's good, but doesn't "approve" of you. If she gets on your case, you will put her designer butt in a designer sling.

into the garage. He carries the axe because he had to fight off a band of gang members. He is exthausted, having run over 40 miles from the New Seminoles' compound. He is also proud, and accepts no comfort beyond water and a place to sit. He greets Eddy as a brother and comrade, and is polite to both Mobley and Indigo if they are identified as mages. His animosity toward Wrath should be evident. Swiftly Running does not know about the idol, and has not been told why Moon Pelican wants the runners.

When he can sit down, he speaks

"I have been sent by Moon Pelican to find his sons, Eddy the warrior and the other. Your father lies gravely injured in our home, wounded by raiders who attacked last night. The raiders have breached the defenses to the compound, leaving death and fire in their wake. He sent me to find you, for he must speak with you. He asks you to bring these, your allies, as well. His sons he calls in the name of honor, but for those others of you who are allied with his sons, he offers wealth, and will use the Tribe's resources to supply the payment that your services require.

"If you will answer this call, we must leave immediately. I fear for your father's health, and I wish to return by nightfall so that I may stand watch with my brothers at the breach of the wall."

If asked, he tells that the village was attacked by two hovercraft full of men, and a helicopter. Several raiders were slain. They were not wearing uniforms, and most seemed to be of Anglo heritage. The raiders were armored and well-armed: missile launchers, automatic weapons,and lots of magical activity. One of the hovercraft was destroyed by a suicide attack of the warrior, Mad Turtle, who leaped underneath with an explosive, killing himself and disabling the hover. The raiders destroyed the Tribe's satellite communication tower, blew up a few houses, and raided Moon Pelican's medicine lodge. Swiftly Running was sent to Miami since the communications tower was destroyed.

Any questions about payment for this run are met with barely concealed anger, and a promise through clenched teeth that any price that the runners require will be met.

The runners should mount up and move out in the hovercraft. If they want to buy supplies before they leave, only items with street index up to 2 are available. Use standard Shadowrun prices, times 6 to represent the difference between Nuyen and the Caribbean League dollar, the CL's unit of currency.

The runners can ask around, but no one in Miami knows anything about a hit on the New Seminoles. Many will be surprised, as the New Seminoles are known to be tough. If Indigo tries to talk to Uncle Angelo, she is unable to do so.

Encounter 1: New Seminole

Cruise, the rigger, knows several good ways out of Miami, and is familiar with the route to the New Seminole Village (she has done some trading there). Obviously, Eddy and Wrath also know how to get to the New Seminole village. If the runners allow it, Swiftly Running will fall asleep.

It is late in the afternoon as you and your companions, along with the elf Swiftly Running, leave the city in the hovercraft. You pass quickly from the glittering spires of the waterfront to the ruined barrens of Western Miami. The hover skims over the broken pavement of the avenues that part the decay-

ing buildings, home to the luckless and their predators.

When you reach the outskirts of town, you use a little-known smuggler's route to pass unseen from the city. You cross over two barriers of razorwire that define a heavily mined no man's land, built to keep the Awakened swamp creatures away from the city itself. The bleached hulk of a dead behemoth, the 4-ton Awakened version of an alligator, lies between the feeble barriers of razorwire, a testament to the minefield's effectiveness.

Soon, you are skimming over the low grass and standing water that indicate the start of the Everglades. The stands of mangrove trees become thicker as you leave the Miami sprawl behind. The hover pulls over the stagnant waters of the old Miami Canal, and travels swiftly northwest away from the city through the increasingly dense foliage.

After nearly an hour of cruising, the hover is directed down a small creek that opens into the canal, and then into the forest itself. The going is slower here, as Cruise picks her way between the mighty trees. At one point, a startled wyvern swoops by, flying clumsily into the concealment of the swamp.

Soon, the New Seminole compound comes into sight. The compound is surrounded by a huge palisade of massive logs, constructed with bastions and towers to provide flanking fire. The palisade has been damaged by fire and explosion around the main gate. As you watch, workers begin to lever a new log into the gap. Metahumans carrying bows, crossbows and rifles keep a watchful eye. As you approach, work stops, and more armed metahumans appear.

At this point, the runnerss should identify themselves. The tribesmen recognize either Swiftly Running or Eddy. When the runners have been identified, the tribesmen wave them on into the settlement.

Inside the palisade is a small community of more than 50 houses, built in a traditional style. The effects of the attack are apparent as you pass through the ruined gate. Some houses have been damaged, as well as a tower that used to be a satellite hook-up. Metahumans of all ages are at work, tearing down ruined structures and building new ones. One band of metahumans prepares a large pyre, its purpose made obvious by the shrouded bodies that lie in a neat row nearby. Warriors with large bore rifles, heavy crossbows, and an old missile launcher stand by the breach in the palisade, vigilant for new threats from the swamp. A destroyed hovercraft, painted dark brown and gray, lies just inside the breach of the portal. High poles topped with bodies have been erected near the front gate, and carrion birds wheel in lazy circles above.

As the hover approaches, an old troll carrying a very modern Wallacher Combat Axe waves a greeting. His body is a mass of scars, and a patch covers one eye. He wears an armored vest covered with fetishes, and he too is bandaged. Eddy and Wrath recognize this as Cagey Walt, the war leader of the New Seminole.

Cagey Walt is a very old troll. He leads the runners to Moon Pelican's medicine lodge and sits in council with the runners when they talk to Moon Pelican. Cagey Walt has a strong Southern accent, and was one of the first people to goblinize. He is one of the Tribe's founders, but does not really take the traditions of the Native Americans seriously. He greets both Eddy and Wrath warmly, and chats with all the runners. Cagey Walt likes both Martin and Eddy, and understands why Martin left the tribe, though he won't talk about it.

Cagey Walt knows that the raid was to take something from Moon Pelican, but he doesn't know what. He is worried that the compound will be hard to defend until the wall is repaired, a necessity given the dangerous creatures in the swamp and the possibility of returning raiders. The community lost eight warriors and 10 non-warriors during the attack. In all, eight raiders were killed. Their bodies top the poles in the center of the village.

Cagey Walt leads the runners directly to a long, low, windowless building that serves as Moon Pelican's medicine lodge. He will not let the runners look at the bodies or anything else until they have spoken to Moon Pelican.

As the runners walk through the camp, several Tribesmen call greetings to Eddy. The runners may notice that the Tribesmen give Wrath hostile looks. If Wrath tries to talk to the tribesmen, they answer tersely, and quickly walk away.

Encounter 2: Meeting with Moon Pelican

Moon Pelican is an Ork Shaman of the Bear totem. He is stubborn, but wise. He is seriously wounded, and too weak to heal himself magically, although he knows that he will survive. He has an intelligence of 4, and a willpower of 6.

When the runners enter the lodge, read the following description:

The building is low, dark, and filled with pungent smoke. The walls are hung with bundles of herbs, carved figures, and the skin and bones of animals, indicating a strong shamanic tradition. Huddled near the fire is a massive Ork. His labored breathing and burned skin indicate the severity of his wounds. He is alone in the medicine lodge. As the runners enter, he bids them welcome in a deep, unhurried voice.

Moon Pelican greets his sons, Eddy warmly, Wrath noticeably less so. Moon Pelican calls Wrath, "Martin", unless Wrath asks him not to. He asks to be introduced to the runners, and talks with each briefly to size them up. After introductions, he con-

Wrath

Ork Street Samurai Age: 28
Real name: Martin

Attributes:	Skills:
Body: 9	Athletics: 2
Quickness: 4	Bike: 4
Strength: 6	Firearms: 6
Charisma: 2	Stealth: 3
Intelligence: 4	Unarm. Combat: 5
Willpower: 4	Etiq., Street: 3
Essence: 1.7	—Corporate: 2
Reaction: 4	—Tribal: 1

Init: 6+3D6
Karma: 4
Pool: Combat: 6

Cyberware: Boosted Reflexes–3; smartgun link; retractable cyberspurs (6M); cybereyes (thermographic, lowlight, flare comp); Dermal Plating–1
Allergy: Nuisance—Sunlight
Gear: Ares Predator II with silencer, built-in smartgun link; armored vest w/plates (4/3); Ingram Smartgun, 3 clips (6M, 9S burst); Narcojet Pistol, 5 rounds (on successful hit, target makes 4D body test or sleep); forearm guards (0/1); pocket secretary; 23,000¥ in registered credstick; CL$2340 in scrip; several good suits; armor jacket (5/3); microtransceiver; Honda Viking motorcycle; AK 98 w/smartgun link; gas vent, 3 recoil modifier, 5 clips (9S burst), 5 grenades.
Appearance: large, soft-spoken, well-groomed, graying at the temples. You dress in muted grays and blacks. Your possessions are neat and elegant. You carry your SMG, saving the heavy gun for crises.
Contacts: Baron Dread, gang leader of an Organ Gang based in the abandoned waterfront of Old Miami; Crazy Ivan, a street doctor with an illegal clinic; Little Juan, a Troll Mafia soldier.

Character Background

You forged your identity as Wrath through initiative and sacrifice. You are a professional, constantly striving for focus in mind and body. Some may see you as only a trog bully-boy, but you know better. You are distinguished by self-control, training, and integrity.

You and your brother were abandoned in the swamps when very young, a common practice for goblinized children. A metahuman tribe, the New Seminole, found you. Moon Pelican, your adopted father, was Tribe shaman.

Your brother embraced tribal

life, but you found it stifling. You expressed your anger with disrespect and belligerence.

Before you were fully grown, you ran away to the Sprawl. You were strong, and smart enough not to ask questions. Your first job was for a Mafia loan shark.

Now you've been a figure in the Miami underground for 12 years as a professional warrior. You never break a contract, use unnecessary force, or retreat from adversity. If you get respect, you are civil, but have no tolerance for those who condescend because you are an Ork. You don't talk much, but when you speak you expect to be heard. When angered, your fury knows no limits.

As a rule, you don't work rackets that prey on innocents. You prefer jobs that pit you against corps or other criminals. You look for non-lethal solutions first.

You enjoy the benefits of shadowrunning. You've earned status, reputation, and a comfortable life. The danger that accompanies a samurai makes the rewards sweeter. You take in all that Miami can offer a refined man: string quartets, art galleries, and theater.

Several months ago, your brother, Eddy, came to live with you. He maintains the Tribal customs you dislike, but has proven useful. You hope he returns to the Tribe soon, but until then, you try to keep him safe.

Other PCs:

Eddy: Your younger brother is a good scrapper, but doesn't understand the dangers of the Sprawl. He's still angry because you left the tribe. You don't want to talk about it, as he is out of line.

Dallas: a good man. You've worked with him often. He is ex-Lone Star and was a military officer during the Texas Uprising. You respect and trust him, but he dwells in the past too much.

Mobley: This primping conjurer is a constant trial. He obsesses over appearance, and shows poor judgment. You tolerate him because Dallas asks it.

Cruise: You've known this rigger for years and like working with her. She's undisciplined, but passionate and self-reliant. Her exuberance increases her competence.

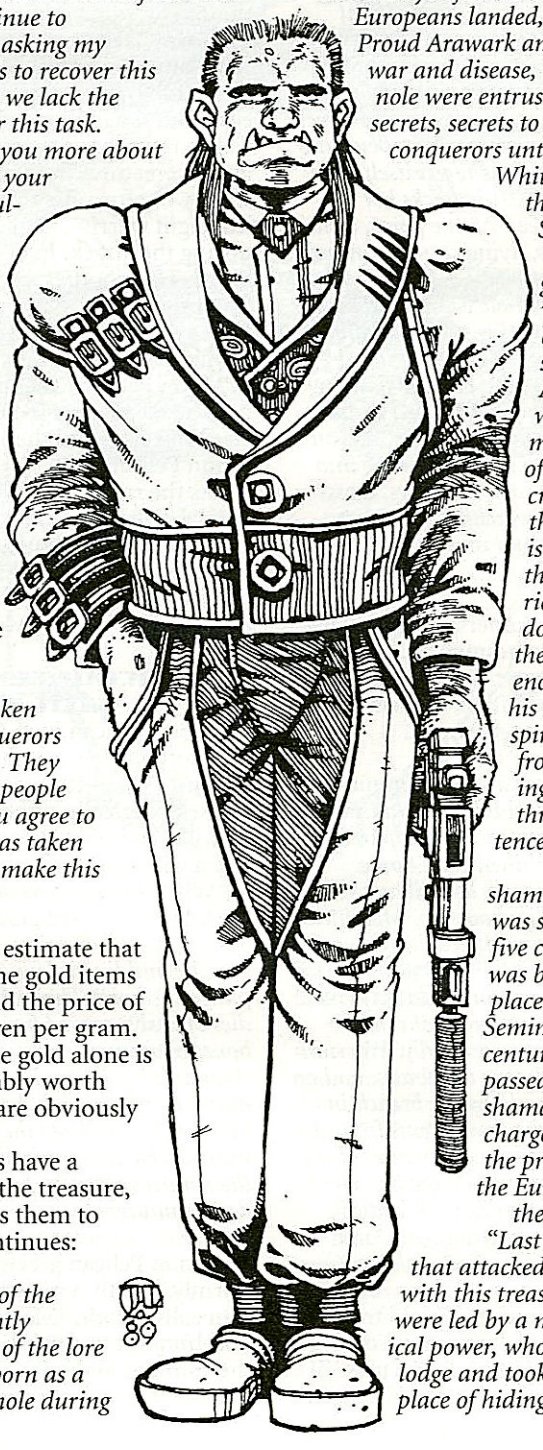
Indigo: The buzz is this mage is tied to a Mafia family—watch her. She's reliable, but may have her own agenda. Still, you have a grudging fondness for her.

tinues:

"I am pleased to meet those who are the companions of my sons, and I offer you the hospitality of the village, as meager as that may currently be. As you can see, parts of the village were destroyed and many were killed during the raiders' attack. Although we have been dealt a grievous wound, the New Seminole have taken worse wounds before, and have always recovered.

"Yet this time, we are endangered more seriously than ever before. When the raiders left, they took an item with them, an item essential for the continued success of this People. We must have that item back if the New Seminole are to continue to live and thrive. I am asking my sons and their friends to recover this item for the Tribe, as we lack the resources required for this task.

"Before I can tell you more about the task, I must have your oaths that you will fulfill it in secrecy. The Tribe is not asking for charity. There are many things that we can offer if you accept."



Moon Pelican asks Eddy and Martin to bring him a heavy wooden chest. He opens it and shows the contents: piles of gold coins, plates, chalices—Spanish pirate treasure.

"This gold was taken from the White conquerors nearly 500 years ago. They have belonged to my people since that time. If you agree to recover that which was taken from the tribe, I will make this gold a gift to you."

The runners can estimate that the total weight of the gold items is nearly 40 kilos, and the price of gold is about 15 nuyen per gram. The total value of the gold alone is 600,000¥. It is probably worth more—some items are obviously of museum quality.

After the runners have a moment to gawk at the treasure, Moon Pelican swears them to secrecy. Then he continues:

"Although many of the Tribe have only recently returned to the ways of the lore and the land, I was born as a member of the Seminole during the dark days before the Great Ghost dance. Even then, many of the tribe were the sons and daughters of distant Africa, the descendants of prisoners taken to work in the plantations of the Europeans. Many of my people were relocated, to end their days on reservations far from their homes and the land of their hearts. But although the blood of many peoples flows in my tribe, we of the New Seminole remain true to the old paths, and our lore runs deep.

"When the Europeans came to this land, our tribe was not as strong as our brothers, the Maya and the Arawark. Yet the swamp teaches its lessons carefully, and we were wise in the ways of concealment. When the Europeans landed, and defeated the Proud Arawark and Wise Maya with war and disease, the cunning Seminole were entrusted with many secrets, secrets to be hidden from the conquerors until the day of the White's departure from the lands of the Green Sea.

"Among the items given to our keeping was an idol crafted by a powerful shaman of the Arawark. This statue was enchanted by its maker to bind the soul of powerful spirit-creature, a storm lord that raged free over island and sea with the powers of the hurricane. In exchange for doing the bidding of the shaman who enchanted the idol and his rightful heirs, the spirit was protected from the gradual waning of magic that threatened his existence.

"When the last shaman of the Arawark was slain by the Spanish five centuries ago, the idol was brought here, to the place of hiding with the Seminoles. For these long centuries, the idol has passed from shaman to shaman. We have been charged to guard it until the prophesied time that the Europeans forever leave these lands.

"Last night, the raiders that attacked our home made off with this treasure. The raiders were led by a man with great magical power, who defeated me in this lodge and took the idol from its place of hiding. During our battle,

he called a spirit, twisted and stunted, but powerful with the Land's rage, to attack me. Although I was able to defeat the spirit, I fear that the idol has passed into the hands of a Shaman of great power, who is empowered by the destruction of our mother Earth rather than its flourishing. My heart is sick with the knowledge of the evil that he might do with the power of the storm at his disposal.

"You must retrieve the idol before this shaman has an opportunity to bend the spirit to his will. The item must not fall in the wrong hands! Return it as soon as possible to be hidden again."

Give the runners time to ask questions. The idol is carved in the form of a leaping fish from greenish coral. It is about 20" long, and 14" in diameter. The storm spirit cannot injure or lie to a rightful claimant. An extremely difficult ritual binds the spirit to an individual's command; as far as Moon Pelican knows, it can only be accomplished by the rightful heirs of the Arawark magic. Moon Pelican tried to track the item astrally, but failed (it is in a force 10 medicine lodge in Miami, set up by Filth.) Moon Pelican does not know what the shaman looks like, but in astral form, the shaman manifested as a vulture-headed man made of smoke, jagged steel, and shadow. He expects that the shaman has the lore of one of the Caribbean Native American peoples. If asked, he believes his assailant to be a Toxic Shaman.

When the runners are finished, Cagey Walt leads them back outside.

Encounter 3: Clues in the Seminole camp

If the runners inspect the hovercraft wreckage and the bodies of the raiders, they find several clues to the raiders' identity.

1. The hovercraft was reasonably well-maintained CAS surplus.

2. If the bodies are examined closely, have runners make an intelligence test, target 5. Most of the men wore an earring in their right ear, with a skull and various bones. The earrings are small, silver, and difficult to spot.

3. Many of the men had tattoos. A common theme is the Confederate flag. Many also had a unit insignia, the CAS 122nd Infantry (a growling wolf), tattooed on their arms. Identifying the growling wolf tattoo requires a military etiquette check, target 4. One success identifies it as a CAS unit insignia, 2 successes identify it as a the CAS 122nd Infantry.

4. The men were unshaven and had long hair. It seems unlikely that they were military. Many wore CAS army surplus clothing with insignia. None were particularly young (they were ex-vets of CAS military.)

5. One was a Dwarf; another was an Ork. Both were wearing the same type of earring.

6. The hover came from the West, and departed to the West.

7. Several raiders carried Confederate scrip.

This should be enough to get the runners to Fort Myer. If they call back to Miami, they find no useful contacts (why would anyone want to attack a few crazed trogs and dandelion eaters in a swamp?).

If Cruise tries to call Gutless, he says that he might know something, but he'll have to look into it. He suggests that Cruise come by Old Henry's tonight and meet with him.

Note that as the runners are looking around, the Tribesmen greet Eddy, and continue to snub Wrath.

Encounter 4: Hassles from the CAS

As the runners set out to Fort Myer from the encampment, read the following:

Leaving the encampment behind, you follow the trail of the raiders' hover through the woods to a lazy, flowing river winding between cypress and mangrove trees. It is steadily raining, and visibility is poor. The raiders' trail ends at the edge of the water.

The runners can follow the river west to Fort Myer, or go back to Miami. Cruise knows that this river empties into the Gulf close to Fort Myer. If anyone asks, they know that Western Florida, up to Tampa, is sparsely populated, wiped out by the VITAS III plague. If the runners try to sneak into the Fort Myer area using back ways, they succeed. If they intend to roar into town, read the following description:

The rain continues as you rush down the river toward Fort Myer. Suddenly, another hovercraft, battered, bristling with guns, and bearing the logo of the Confederate American States, roars out of the brush. A distorted, amplified voice rings across the slowly moving water, "Unidentified hovercraft. Hold position and prepare to be boarded."

This is a standard patrol. The patrol pursues the runners, but can be bribed.

If the runners try to run, the advancing hover will fire a single machine gun burst across the runners' bow. Anyone making either a gunnery roll (target 3), or an intelligence roll (target 5) realizes this is a warning shot. If the players still run, the CAS craft follows. If the runners don't return fire, the other hover holds fire until they've almost escaped. Since the other hover is faster, the only way the runners can escape is a run through the woods. If this happens,

Dallas

Human Mercenary Age: 42
Real Name: Calvin Chisholm

Attributes:		Skills:	
Body:	4	Leadership:	3
Quickness:	3	Negotiation:	4
Strength:	4	Firearms:	6
Charisma:	5	Milit. Theory:	3
Intelligence:	5	Etiq., Military:	2
Willpower:	5	—Corporate:	2
Essence:	3.4	—Street:	2
Reaction:	4	Unarm. Combat:	5
Init:	6+2D6	Car:	4
Karma:	5	Stealth:	4
Pool: Combat:	6	Spanish:	3

Cyberware: cybereyes (lowlight, level 3 telescopic, flash resist); radio transciever; wired reflexes: 1
Contacts: Brian Mulligan, Lone Star investigator for Greater Miami; Maria Diaz, minor city official w/Miami Dept. of Public Safety; Little Ricki, decker in N. Miami; Sir Wittly, gang member in N. Miami.
Gear: vest w/plates (4/3); Ruger Super Warhawk–smartgun link, 6 shots with APDS bullets (10M); extra reload 6 APDS bullets for Warhawk in speed loader; string tie; cowboy boots; cowboy hat; faded blue jeans; HK MP-5TX (9S burst); 3 clips HK MP-5TX ammunition; Ingram Valiant Light Machine Gun with shock pads, improved recoil suppression - rating 4 (10D burst); 2 100 round belts of LMG ammunition; Securetech armored sportscoat (3/2) for meetings; CL$4200 on a certified credstick; 1200¥ on a certified credstick; 270,000¥ in Lone Star stock; wrist phone; small video camera.
Appearance: Your brown hair has gray streaks, as does your mustache. Your eyes are blue, your skin, tan and leathery. You prefer to dress in western style, and your voice never lost its Texas twang.

Character Background:

You are a man without a country. Life in the shadows pays the bills, but it isn't what you wanted. You were a rookie Lieutenant when you joined the Texas army during their uprising against Aztlan, commanding a platoon in defense of your home city, Houston.

Then, you fought for your home with countrymen. But it was clear that the UCAS military wouldn't intervene and Texas freedom was doomed. When they reached a settlement, you left

Texas for greener pastures, away from Aztlan. If you ever return, you and your family will be in danger.

After a couple of years as a corporate soldier in the Desert Wars, you joined Miami Lone Star Security. leading a Strategic Response squad. At first, you were glad to protect people. You soon realized, however, that Lone Star protects corporate interests, not humans; you were a tooth on a gear of the whole drekking system. Several lousy years later you quit to become a freelance security consultant and shadowrunner.

Being a criminal is good for the wallet, if not the soul. You've saved almost 300,000¥ in Lone Star stock, but you're tired. When you have the money, you want to move to another country and buy a ranch. You've been fighting for so long; you're ready for a change.

You are essentially an honest man and a good commander. You have a reputation as a fair operator, and won't do anything to jeopardize that shred of respectability. Among friends you are a straight shooter. You won't work with people you can't trust.

You refuse to give in to depression. Instead, you look forward to when you can settle down and live a better life.

Other PCs

Wrath: The Ork Street samurai has worked with you for years. He knows his way around the shadows and is a reliable friend. Not much of a philosopher, though.

Eddy: Wrath's brother, the mystery swamp Ork, is arrogant and surly. If he weren't Wrath's brother, you wouldn't work with him. However, he respects you, and you don't antagonize him.

Mobley: This conjurer is a kid, but has valuable contacts, and his "spiritual" help comes in handy. He's self-centered and untrustworthy, but still young, he may outgrow it with guidance.

Cruise: Cruise is another old hand in the shadows. She's anarchistic, but you can count on her. You know better than to hope she might listen to direction, so you plan around her.

Indigo: a talented mage. She told you her father is Carlo the Knife, Miami Mafia don. She'll run the Mafia one day. She feels trapped; you sometimes wish she would run away with you. But she won't abandon her destiny.

have each pilot make a handling check for tight terrain. Magic will really help.

If the runners stop, the other hover pulls alongside, and Sergeant Cody pops the hatch and climbs out to say "howdy." He has a deep southern drawl, and a pseudo-friendly attitude. He claims that he is imposing a Tuesday night river usage fee, and threatens to impound their craft and cargo (he's lying; he's just out to make money on the side). He asks for 2000¥, but will happily settle for 500. If the runners ask about any unusual activity the previous evening, he shrugs and says that he wasn't on duty at the time. He knows nothing about specific bands of raiders, but he knows that Fort Myer is full of the type.

If the runners attack, Sgt. Cody responds with force, and calls reinforcements (an additional hover and a couple of military Yellowjackets out of Fort Myer.) The runners will be in deep trouble, and may have additional encounters getting into Fort Myer.

Sgt. Cody, CAS patrol leader

Body:	5	Quickness:	2
Strength:	4	Charisma:	3
Intelligence:	4	Willpower:	4
Reaction:	3		

Skills: Leadership: 2, Negotiation: 3, Gunnery: 4, Firearms: 2, Street Etiquette: 3
Gear: Ares Predator pistol, Armor Vest, Helmet

Hover Pilot

Body:	3	Quickness:	3
Strength:	2	Charisma:	3
Intelligence:	5	Willpower:	4
Reaction:	4		

(6+2d6 in hover control rig)
Control Pool: 6

Skills: Hovercraft: 5
CAS Hover—GMC Beechcraft Patrol hovercraft, see SRII book, pg. 264. Armed with heavy machine gun in a top turret, and a front-facing external missile rack mounting 6 anti-vehicle missiles.

Encounter 5: Fort Myer

Fort Myer is a small town that supports an army base, a couple of small resorts, and little else. The main drag of Fort Myer consists of bars, pawnshops, and video arcades.

It takes a lot to attract police attention in Fort Myer. Big shotguns or automatic weapons will, however, inspire most people to summon security.

Fort Myer has contracted Palmetto Security as its police provider. Use "Street Cop" stats in the SRII book, pg. 211 for Palmetto Security, with a Colt Manhunter (9M) and armor vest.

The runners should arrive late in the afternoon, before many businesses open.

Cruise's contact, Gutless, is a bartender at Old Henry's, a local bar frequented by smugglers. Old Henry's is a storefront on the end of the strip with a lighted sign over the armored door.

The bouncer at Old Henry's is a big human named Bubba. He sits outside the door on a large rocking chair. He recognizes Cruise, greets her with a grunt, and lets the runners into the bar. If anyone tries to get into Old Henry's without Cruise, Bubba informs them that it is a private club, and they should move on. If asked, Bubba tells Cruise that Gutless is inside. If you need stats for Bubba, use a "Gang Member" from SRII pg. 57.

The bar is dark and cool inside. There are several small tables and a long bar. An old man sits slumped with his head on the bar, three men and a woman sit at a table huddled in discussion, and a pale, tall, stooped man cleans glasses behind the bar. The bartender is Gutless.

Gutless is afraid to talk to Cruise in front of everyone. In fact, he doesn't want to talk to Cruise at all—she intimidates him. He is timid and knows how dangerous shadowrunners are. However, he is also greedy. If the runners offer him cash, or threaten to take their aggressions out on either him or the bar, he agrees to talk to Cruise for a few minutes, if someone will take responsibility for the bar. He and Cruise (and perhaps one other human—Gutless won't allow Wrath or Eddy) step into a room behind the bar.

If the runners ask about a band of raiders who could pull this off, Gutless tells of a group who loaded up on ammo and supplies a couple of days ago. They had several vehicles, and enough men to pull off the operation. The earrings and tattoos confirm that the raiders on the camp are members of a privateer band, run by an ex-CAS marine known as Bloodbeard. Bloodbeard's band is multi-racial, and has several hovers and at least one copter.

Gutless doesn't want to say where Bloodbeard is and his bravery is expensive. His baseline price is 3000¥, –500 for each negotiation success, –500 for appropriate threats to his bar.

When the runners meet his price, he tells them that Bloodbeard has his weekly high stakes poker game planned this evening at Room 56 of the Plantation Gate, a hotel on the other side of town. The runners can get into the game by calling up from the lobby with the password, "Big Aces" and show at least 1000¥ to buy a seat at the table. Gutless also says that the Plantation Gate is ritzy; they have to clean up before Palmetto will let them near it. The game starts at 8:30 PM.

Gutless, Bartender and info broker

Body:	2	Quickness:	3
Strength:	3	Charisma:	4
Intelligence:	5	Willpower:	3

Skills: Negotiation: 4

Encounter 6: The Poker Game

The runners may try to call their contacts to get information on Bloodbeard. Any appropriate contact can easily give the following information:

- Bloodbeard was a junior officer in the CAS for several years. He was discharged for "provocative, non-sanctioned" military activities in Aztlan territory. His unit was the 122nd Infantry.
- Bloodbeard is a licensed privateer, operating under the CAS flag. He has had several warnings for unauthorized paramilitary activity, but so far keeps his quasi-official status.
- Bloodbeard's band is estimated to be about company strength, mostly trained veterans. His base is in the Fort Myer area.

The runners can come up with any number of plans to get into the poker game.

The Plantation Gate is a high-class establishment, with their own contingent of security. Room 56 is a suite that opens into a courtyard, complete with pool. The courtyard is almost empty, due to the continuing rain.

The room has two exits, a door into the hotel hallway, and a glass door out to the courtyard. Both doors have a guard outside: one sits in the hallway reading a paper, the other on the balcony overlooking the dark courtyard. The guards are Palmetto security troopers (use Palmetto stats above) with boosted reflexes (reaction 3+2D6), and secure-tech vests (4/2). The guard on the balcony is wearing lowlight goggles. Both have panic buttons; if they get a simple action after they are attacked, they hit their panic buttons to summon help.

The room itself has 6 occupants:

1. **Bloodbeard**, a large man, with a long red beard, wearing an elegant shirt and pants combination, and a bright red sash as a belt. He wears an earring similar to those found on the dead raiders.

Body:	5 (6)	Quickness:	3
Strength:	5	Charisma:	5
Intelligence:	5	Willpower:	5
Essence:	1		
Reaction:	4 (6)		
Initiative:	6+3D6		

Pools: Combat: 6 Threat: 3
Cyberware: boosted reflexes–3, cyber arm with +2 strength and built-in heavy pistol (9M, hvy pistol range, 10 shots in magazine), cyber leg, datajack, headware memory, cybereyes (flare comp, lowlight, thermographic)
Gear: Monofilament whip concealed in sash; Armored Clothing (3/0)
Skills: Negotiation: 3, Leadership: 4, Firearms: 6, Armed Combat: 4; Athletics: 3

2. **Teach**, a thin man in an ill-fitting light green sports coat is Bloodbeard's mage hireling (use Street Mage stats SRII pg. 61. He has "fighter" spells—replace Powerball with Detect Enemies: 3). He's watching trideo.

3. **Ross Kinsman**, minor CAS official, (use City Official stats, pg. 204).

4. **Mr. Todd**, a large man in a dark suit, is Kinsman's bodyguard.

Body:	6 (9)	Quickness:	6
Strength:	5	Charisma:	3
Intelligence:	5	Willpower:	5
Essence:	.2		
Reaction:	9 (9 + 3D6)		

Pools: Combat: 8
Cyberware: air filtration: 5; dermal plating–3; skillwire: 3; smartlink; wired reflexes
Gear: Armor Clothing (3/1); Smartgun HK 227S under suit jacket
Skills: Firearms: 5; Unarmed Combat: 5

Mr. Todd's job is to protect Kinsman. If the runners make it clear that this visit is only for Bloodbeard, Mr. Todd will attempt to negotiate to allow Kinsman and him to depart.

5. **Colonel Lisa Harris**, obviously a high-ranking officer with the CAS military (use stats for Yakuza Boss, pg. 213 SRII).

6. **Lt. Banks Wilkinson**, a handsome junior officer and the Colonel's aide (use Street Cop, pg. 211.) He is working as the banker. He wears an armor vest (3/2), and has a Remington Roomsweeper in an ankle holster. His concern is getting the Colonel to safety.

The Colonel, Bloodbeard, and Kinsman are seated at the card table, and are happy to see additional players. Teach is watching Trideo with Mr. Todd; the Lieutenant is at the table making polite conversation.

If the runners dress appropriately, approach the desk, and mention "Big Aces" to the clerk, they will be shown to the game. The house rule is one player, one bodyguard, and the hotel desk clerk will insist that guests check weapons at the front desk. The hotel manager personally shows the runners up to Room 56. He is a twit who will hit on Indigo if he can. The hall guard courteously allows the runners to enter if they are with the manager.

runners can play poker for as long as they choose. They buy chips from the Lieutenant, and must buy at least 1000¥ in chips to play. To simulate play, everyone makes a willpower test, target 4, except for Bloodbeard, who is cheating to lose, and so needs a 5. If there are ties, players who tie may choose to up the pot and roll again. To

Mobley

Human Conjurer
Real Name: Edward Mobley Age: 20

Attributes:	Skills:
Body: 3	Arm. Combat: 4
Quickness: 5	Conjuring: 4
Strength: 3	Magic Theory: 2
Charisma: 6	(Spirit of Man: 6)
Intelligence: 3	Etiq., Street: 6
Willpower: 3	Firearms: 3
Essence: 6	Stealth: 4
Reaction: 4	Negotiation: 2
	Fast-talk: 4
Karma: 1	Acting: 4
Pool: Combat: 5	Spanish: 6
Totem: Cat	French: 6
	Creole: 6

Appearance: You are a fine looking man. You are black, and wear your hair in stylish short dreadlocks. You wear everything well, and have a new outfit for every occasion.
Contacts: Mamah Olispe, Haitian talismonger in South Miami; Grinder, gang lieutenant of a large South Miami thriller gang; Mighty, club bouncer in Fort Lauderdale; Ecstacy, rocker girl and sometimes girlfriend; Ash, a Johnson from Ares Marcotechnology;
Gear: Defiance Shotgun, 15 rounds ammo (10S, hvy pistol); knife (3L); clothes for all occasions; silver and emerald earring for good luck; wrist phone; disc-player and library of island music; black book of phone numbers; form-fitting body armor under normal clothing (3/1); CL$23 in scrip and coins; certified credstick 10¥; hand-held video game

Character Background

You are Mobley, a man of the streets. Like your totem, Cat, you are graceful, stylish, and deadly. You know those worth knowing, and you are welcome in dark places where deals are made. You are a master of spirits, skilled in posture, parley, and seduction.

You are a Miami native, raised as one of the SINless on the crowded streets, living in a neighborhood of Jamaicans and Haitians. You were a lucky child, gifted in languages. You can imitate almost any accent, a talent you delight in to this day.

The wise women of your community recognized your talents early and watched you, waiting for you to become a shaman. You disappointed them, as you never

learned to cast spells or assense the astral plane. You could, however, rely on "friends" to help you out. In time, you got the training that you needed to be a first class conjurer. Spirit companions have saved you many times, and you use them to smooth your glide through the city. In addition to conjuring help, you are also adroit at dispelling spirits controlled by other mages.

You are a social creature, but without unnecessary attachments. You crave the spotlight and use your charm and magic to impress others. There are few places that you can't talk you way into, and fewer situations that you can't talk your way out of.

You know the city. You know its secrets and their keepers, and draw them out with a soft word and a firm hand.

The nuyen is spent before it comes in. You don't worry about tomorrow. A man with your talents will always prevail.

You currently work with a group. It limits your freedom, but the nuyen is better, and it's nice to have big guns around. Besides, you're not a planner, so you leave details to them. Of course, you decide what you will do.

Other PCs

Wrath: The big Orkan samurai is a poser thug. All this talk about control and honor is drek from a man who tears people into pieces for insulting him. Still...it's better to mask your disdain.

Eddy: Wrath's brother is a Tribal Ork from some hole in the Swamps. He's just as big, and his Tribal background makes him worse. Eddy respects you because you are a Shaman, though. You use this advantage.

Cruise: You like this rigger's devil-may-care attitude. She has style, and the other runners respect her. She could probably teach you things, and besides, she's pretty hot for an older babe.

Dallas: This merc's getting old for the shadows. Even when he's not ordering you around, he looks like he wants to. If you show him your savvy, he may cut you some slack.

Indigo: Rumor is she's the Miami Mafia princess. She looks it, but sure doesn't act it. She's a good mage though, and being seen with her helps your rep. It's hard to believe she's Carlo the Knife's kid, but you won't tell anyone. Let 'em find out.

notice that someone is cheating takes an intelligence check, target 5; to figure out that Bloodbeard is trying to lose takes 3 successes, target 5.

Be sure to have table talk. Bloodbeard tries to come across as a fine southern gentleman. He enjoys his privateer life and sees himself as a patriot and community pillar. The Colonel is surly (she has lost a lot of money tonight), and Kinsman is a lecher and smooth talker. Topics of conversation might be horse racing, continuing tensions with Aztlan on the Texas border, etc. Bloodbeard is extremely attentive to anyone who presents himself as a military man or a good southerner.

If the runners try to pass as poker players, but ask pointed questions, Teach casts a detect enemies spell on the questioner (note: this won't help if he casts the spell on someone with nothing against Teach).

The runners may want to take the hard way in, however. If so, they have two choices—take out the balcony guard, or the hall guard. Neither will let the runners in without the manager. If the runners go to take out the guard at the front door by wandering up to him in the hall, they get one shot. On his first action he will key the panic button, and security arrives in 20 seconds.

The first wave will be a squad of four Palmetto Security people. More help will arrive within minutes if the squad meets serious trouble (a team of two mercenaries, a street samurai, and a former wage mage with combat orientation—the Palmetto rapid response team. All wear light security armor and carry big guns.).

If the front door guard doesn't get an action, and the runners use silenced weapons and/or spells to take out the guard, no one is the wiser.

The balcony is about five feet above the ground. The guard is vigilant; runners need a stealth check, target 8, to approach without being seen. Again, the runners must eliminate him before his first action to keep him away from the panic button. The balcony is separated from the main room by drapes , but runners who enter the balcony must make a stealth roll, target 5 to avoid being seen by the players inside.

Either way, once inside, if the runners flatly ask Bloodbeard about the raid on the New Seminole encampment, Bloodbeard won't want to talk about it. If the runners persist, he tells them the raid was a favor for a Mr. Carlo Vera from Miami, and that they should take it up with him. (Bloodbeard figures that will be the end of it.) He then asks the runners to leave, before there is trouble. This is enough for the runners to go on.

If the runners threaten Bloodbeard with weapons to get him to tell about the raid, he stalls. If he can stall for a few round, the balcony guard tries something stupid: he rushes into the room and squeezes off a couple of shots at the runner most threatening to Bloodbeard. When the balcony guard makes his play, Teach fires off a spell, Mr. Todd interposes himself between the runners and Kinsman, Kinsman cowers, the Lieutenant backs away from the table, and the Colonel demands what in the hell is going. Bloodbeard will shoot one runner with the pistol in his cyberarm in the confusion. If the runners hinder the guard (like taking him out or just covering the balcony), then this chain of events may be avoided.

If the runners get the jump on the poker players and bodyguards, they can avoid violence as long as everyone is carefully covered, and it's clear they just want information. If the poker players think they will be killed anyway, they attack at their best opportunity (GM discretion.)

Further discussion with Bloodbeard reveals the following facts:

Bloodbeard and his company were hired in a deal arranged by a Miami Mafia Boss, Carlo the Knife.

Bloodbeard describes Filth as a dirty, jumpy, male human of Native ancestry—probably from Aztlan or the Yucatan. He normally wouldn't work for a Johnson like this, but the deal was set up with Carlo the Knife, and when Carlo talks, Bloodbeard listens. Bloodbeard knows that Filth has cybernetics, and suspects that he may be some burnt-out mage, but he also knows that Filth is very good.

Filth left on a commuter flight from Ft. Myer to Miami last night with the idol. He paid in nuyen.

Bloodbeard sees the raid as strictly business. He is impressed by the ferocity of the New Seminole, especially the lunatic who jumped under a hover with an armload of dynamite. He also points out that the raid could have done more damage, but that wasn't the point.

Remember that if the runners get the drop on the poker players, and if the poker players don't feel like the runners plan to kill them, the encounter should go smoothly.

Encounter 7: Contact City

With a name and description, the runners will want to return to Miami and find Filth. They may also want to talk to their contacts. The mages should realize that it takes a while to bond with a focus, and requires a powerful medicine lodge. Nevertheless, the runners are fighting time at this point, and they should realize this. Build tension by describing the ever-worsening weather conditions.

For each contact, they must make the appropriate Etiquette check to get information. This is listed, along with the amount of time it will take to find the contact, and

the information a contact may have. If a contact is not listed, contact will take 1–3 hours, and reveal no useful information. In order for the runners to get useful information, they must ask for specific facts.

A special section details events if Indigo wants to meet with Carlo.

Helpful Contacts

Cruise—No helpful contacts

Wrath

- Baron Dread

Etiquette Check: 4 Contact time: 2 hours
Baron Dread knows that some powerful mage recently set up housekeeping in an abandoned high-rise on the Miami waterfront. The area is not safe, due to harpies that roost in the buildings.

- Little Juan

Etiquette Check: 4 Contact time: 1 hour
Little Juan wants CL$500 to tell Wrath the rumor that the Family owed a mage named Filth some debt, which it recently paid off. Filth is creepy, but Little Juan doesn't have a clue to his whereabouts.

Dallas

- Brian Mulligan

Etiquette Check: 3 Contact time: 4 hours
Brian Mulligan can check the Lone Star file. Word is that Filth was an eco-terrorist working with a group in the Yucatan, who apparently want him dead. The Yucatan Council has an outstanding 40,000¥ bonded contract for his death. He is known to be magically active, and thought to be operating in the CL.

Mobley

- Mamah Olispe

Etiquette Check: 5 Contact time: 3 hours
Mamah Olispe requires 500¥ to talk business. She knows that Filth has bought some big-time magical supplies recently. She won't do business with him—he is obviously a toxic practitioner. She suspects that he is a Poisoner shaman, and his totem is likely vulture—twisted Eagle. He will probably lair somewhere in the Barrens, or an abandoned building.

- Ecstacy

Etiquette Check: 4 Contact time: 1 hour
Ecstacy knows that Filth is a nasty guitarist, who lives out on the waterfront in Old Miami. He's a major nutcase.

Indigo

- Uncle Angelo

Etiquette Check: 3 Contact time: 0
Angelo knows that Carlo did a favor for Filth to fulfill a debt, but he won't tell his niece this. If she asks, he says it is not his place to speak, and offers to set up a meet with Carlo if she thinks it appropriate. The meeting will be at a neutral location, just like any Family meet with shadowrunners.

Eddy—No useful contacts in Miami.

Encounter 7.1: Meeting with Carlo

Carlo agrees to meet all of the runners at a reasonable time. He arranges to meet in an abandoned warehouse in North Miami, and shows up with several bodyguards in a Mitsubishi Nightsky. Carlo is not happy about this meeting, but attends for his daughter's sake.

The warehouse is leaky, and suitably shadowy. Carlo's bodyguards are tough, imposing looking men, who openly carry SMGs and establish a defensive perimeter (You shouldn't need their stats; if you do, use Mr. Todd's).

Carlo himself is a pudgy man, balding and with a mustache. He does not look terribly imposing (use Yakuza boss stats SRII pg. 213, if needed). Carlo is gruff, and demands respect. If the runners get mouthy, he throws up his hands, and tells them to leave; they have no future in Miami. Carlo is determined not to acknowledge that his daughter is part of the shadowrunning group.

Carlo wants to know what the runners want. He admits that he knows Filth, but won't answer more questions without information. Instead, he asks the runners why they care. Carlo is a reasonable man, but skeptical. The runners must tell him a believable story. If the runners say that they have an expert who will say that Filth is a toxic shaman, Carlo understands the threat that Filth poses to his community and his organization.

If suitably impressed by their story, Carlo informs them that Filth is not associated with the Family, but once did the Organization a favor in the Yucatan. To return the favor, he helped Filth contact Bloodbeard in the CAS, but Filth funded the business himself. Carlo won't help the runners eliminate Filth, because this could be seen as going back on his word. Honor is the glue that holds the business together. He will say though, that he believes Filth may be found somewhere in the barrens on the Miami waterfront. He warns that Filth is an accomplished mage, but then smiles and says that he hears that the runners' mage is pretty good, so they shouldn't have much trouble.

This encounter should be short—Carlo is a busy man.

Encounter 8: Genetech in the Waterfront

The runners have the following information about the Miami Waterfront:

The Miami waterfront was largely abandoned years ago due to an accidental release of NTH–6, a toxic mutagen. Due to the residual presence of NTH–6, the bacteria and other micro-organisms tend to breed new diseases frequently, and the area is still considered biologically unsafe. In addition, many of the once-posh buildings

Indigo

Human Street Mage Age: 26
Real Name: Anna Vera

Attributes:	Skills:
Body: 3	Conjuring: 4
Quickness: 3	Negotiation: 3
Strength: 2	Etiq., Street: 2
Charisma: 4	—High Society: 4
Intelligence: 5	—Mafia: 4
Willpower: 6	Magic Theory: 6
Essence: 6	Sorcery: 6
Magic: 6	Stealth: 3
Reaction: 4	Firearms: 2
	Psychology: 2
Init: 4+1D6	Spanish: 8
Karma: 2	French: 4
Pools: Magic: 6	Latin: 3
Combat: 7	

Spells:
Manabolt: 5 Stunblast: 6 Personal Analyze Truth: 5 Treat Wounds: 4 Confusion: 5 Invisibility: 5 Fashion: 3
Gear: Armored Clothes (3/0); Ares Viper Slivergun w/extra clip (9S unarmored, 9M armored, can fire 3 round burst); computer Hermetic Library: Sorcery 4, Conjure 4, Theory 4; CL$500 in credstick; pentagram medallion; goggles w/lowlight, IR; wrist phone.
You control a Force 4 Fire Elemental with two services. Takes one complex action to call the spirit for any service.
Contacts: Jaime, club owner and talismonger in N. Miami; Uncle Angelo, mage and mafia underboss; Carlo the Knife, your father and Mafia don of Miami.
Appearance: tall and dusky, with long, black hair flowing down your back. You have regal grace and commanding bearing. You normally wear plain street clothes.

Character Background

Born to an old, influential Cuban family, your father is head of the Miami Mafia.

You went to the best schools. Your friends were the children of influential people in Miami. When you were 12 or 13, you realized that your father was not like other papas.

On one hand, your father was a criminal, dealing in vice. On the other, he was a community patriarch, making sure that no one in his enterprises or neighborhoods went without or were endangered.

Life for most was different, there were awful depths of misery in the city where you knew joy.

You grew dissatisfied, but only your uncle Angelo, an author and

part-time Mafia magical assassin, saw it. As you grew older, your father tried to channel you into a respectable marriage or a corporate position. Your resistance was quiet, but absolute.

Angelo recognized your resolve and talent, secretly training you in magic. The Art filled a void. It was the one thing not bought by your father's power.

At 20, you knew your destiny was not as a Mafia princess. Your parents were outraged by your decision to be a shadowrunner, to learn the business of the street. Your father declared that he no longer had a daughter.

Angelo arranged work for you, and you've been a street mage since. Magic and Family business are your destiny. You hope one day your father will understand.

You try to make the world better. The big things don't change, but you always have a nuyen for a beggar, or an ear for a sob story. Those with power are responsible to care for those without.

You aren't naive; the Mafia is cruel, yet it sustains families and communities. You may become corrupted, but this does not lessen your obligation. You enjoy this freedom, but it will end. You must face responsibility one day.

You don't advertise the fact that you are Carlo the Knife's daughter. You won't work against the Mafia, or exploit the weak. You prefer to spare life if you can.

Other PCs

Wrath: The Ork samurai doesn't trust you. You understand, but it still irritates you that a person you've known for years perceives you as a threat.

Eddy: Wrath's brother is from a metahuman tribe. Stubborn like your father, his Tribal superiority litany is tiring. But he is Wrath's brother, so you show respect.

Dallas: A good man. You trust and feel close to him. He is attractive, compassionate, and deep. You've told him who your father is, and what your destiny must be. He wants to leave Miami soon... you will miss him terribly.

Cruise: This rigger celebrates her freedom, a freedom you've never known. You'd like to be more like her, but that is only a dream.

Mobley: He has talent, but lacks heart for real magic. He seems to know everyone on the street, but stays apart from the crowd. He's untrustworthy, but still helpful.

along the waterfront in Old Miami were of substandard condition, and have been abandoned.

Over the last decade or so, the mutational effects of the toxic have begun to dissipate. The waterfront is now settled by squatters, but the citizens of the waterfront are not recognized by the CL government. The Waterfront Barrens are one of the roughest places in the city, unpatrolled by any security and completely without city services.

To find the building that Filth operates from, the runners have two choices. They

can talk to Wrath's contact, Baron Dread. Or they can wander around the waterfront barrens, until they run into a street urchin, who sells information. She wants CL$1000 to tell the runners where the shaman is, but will settle for 100. She knows that some shaman has been carrying a bunch of bundles into a haunted office building. She gives the runners pretty good directions to the Genetech research building.

The building itself is twelve stories tall. Most of the glass in the building is broken, and the door hangs open. The runners can make out a name, Genetech Research, on a battered panel hanging over the door. The storm has intensified, and rain lashes down on the abandoned streets. The players can hear extremely loud rock guitar coming from the roof, nearly 40 meters above.

Unknown to the runners, this was a medical research lab that used unregistered aliens for medical experimentation, and was the site of the release of NTH–6. The result of these horrors, now decades old, is a magical background count of 2 in the building. Astral tests become more difficult—target numbers for astral combat, astral assensing, and all ranged detection spells are raised by 2. Mobley will be unable to summon spirits in the building.

The lobby is spacious and full of rubble. Strange, sickly plants grow out of planters that have been untended for years; water and guitar music travel down an empty elevator shaft into the lobby. The walls are covered in mildew, and the ceiling has fallen in many places.

The lobby is guarded by a toxic city spirit, conjured at a force level of 5, but with an effective force level of 7 due to the background level. It is difficult to see on the astral plane in its native territory (Perception test of 6 is needed to assense an astral presence, 3 successes to identify as a spirit). When the runners are fully in the room, the toxic city spirit manifests and attack. The Toxic Spirit takes the form of a swirling, misshapen mass of garbage, roughly man-shaped.

Toxic City Spirit, Force 7
Body: 7 Quickness: 9
Strength: 5 Charisma: 7
Intelligence: 7 Willpower: 7
Reaction: 8
Initiative: 18 + 1D6 (physical); 28 + 1D6 (astral)

Physical attack: 8M (jagged claws of broken glass, works against impact armor. Note: Spirit has a +1 reach)

The Toxic Spirit may be weakened if Mobley or Indigo tries to dispel it. Reduce the spirit's powers accordingly (see SRII, pg. 143)

The Toxic City Spirit begins by targeting the group with its confusion ability. In order to begin action after the spirit attacks the party, each runner must make a successful willpower roll, target 7. Until the runners make the roll, they are unable to take action. If the first roll is unsuccessful, the runners are unable to do anything unless attacked or motivated by another runner. Do not apply the force of the spirit against all of the runners' tests; the encounter is difficult enough. The first runner to physically attack the Toxic City Spirit will be the subject of a fear attack. The Toxic Spirit rolls 7 dice against the runner's willpower, and the runner rolls a number of dice equal to his willpower against target 7.

If the Toxic Spirit gets 3 more successes than the runner, then the runner runs in fear. cowering at the end of the room. The

runner cowers for 5 turns if left alone, unless the runner makes an unresisted willpower test, target 7 (the runner may try each turn). Even if the runner regains action after being hit by the fear attack, he is +3 on all tests until the creature is destroyed (everything is harder).

If the Spirit gets 1 or 2 more successes than the runner, then the runner is at either +1 or a +2 to all actions until the spirit is destroyed.

If the Spirit fails to get more successes than the runners, the attack has no effect.

After using the fear attack, the spirit hits one runner at random each turn with its accident power until destroyed.

When the runner is hit by an accident power, roll 2D6 to determine the result. To avoid it, the runner must use either Quickness or Intelligence against the force of the spirit (7) in a resisted test. Mobley can use his Conjuring skill of 7 to resist this attack, but Indigo's magic pool will not help.

Accidents (2D6):
2—Wind blows leaves in face; send next physical attack to a comrade
3—Falls through a weak section of the floor to the basement; treat as a 8M physical attack (armor doesn't count) and the runner is on the floor below
4—Trips, takes 10L physical attack, no adjustment for armor
5—Steps on fallen rubble which shifts beneath feet; runner must resist a 6S fall (accounting for impact armor.)
6—Stumbles and drops everything in hands
7—Wind blows leaves in face, giving +2 for all next actions
8—Puts foot through floor; must resist 10M stun damage (no armor), is immobilized, and needs help to get free
9—Item malfunctions This may cause damage; GM discretion.
10—Hit by falling piece of ceiling, takes10M stun damage, resisted with impact armor.
11—Wanders into open elevator, falls down a floor (8M damage).
12—Window breaks, must resist a 10S glass shard attack, resisted with impact armor.

The toxic city spirit fights to the death. The force of these attacks is 7, and the spirit is strong enough in manifest form not to be hurt by any firearms or crossbows the runners carry. Characters may attack hand to hand, using willpower skill.

When the runners defeat the Free Spirit, they notice that guitar music still drifts from the roof. Rubble-filled stairs up. They creak as the runners ascend.

Encounter 9: Apex

When the runners get to the roof, they come out of the building facing Filth. Filth is surrounded by a slightly opaque dome—a Force 6 barrier spell he is maintaining. The runners notice that filth wears only boxer shorts and a motley vest, but has several painted symbols on his body. He is obviously cybed, and incredibly filthy. He does look Tribal, however.

On the other side of the dome protecting Filth, the runners can make out an odd collection of garbage under a tarpaulin. The idol, a green coral fish leaping from the water, is centered on it. Several monstrous perches have been built of cast-off wood, and the runners see 8 harpies squawking and moving from perch to perch.

The runners also notice that a major storm is brewing over the sea, but it is not raining over the building itself.

Filth greets the runners cheerily. He is almost ready to bind the focus to him, and wants to brag. He talks as long as the runners let him. He hasn't summoned the spirit yet, but plans to after he dispatches the runners.

Filth is terribly pleased with himself. He starts the encounter with no fatigue. He believes that he is magnificently handsome, and that the runners are ugly beyond comprehension. He claims that he is a descendent of the Arawark Indians, the rightful possessor of the idol, and controller of the spirit. He doesn't think it's enough to remove the Europeans from the Caribbean—he wants to hurt them for a long, long time. Maybe forever. People are fun to hurt, and they deserve it. He likes punishing humanity with its own creations. Punishment is more important than restoration of nature, and much more fun.

He recognizes Eddy and Wrath as orks of the New Seminole. He will call them fools, and try to get them to beg him to not let the storm destroy the village. He uses similar tactics on Indigo and Dallas.

He's in no hurry to start the fight, taunting the runners until he finds a sensitive point they start it.

When the fighting begins, he casts spells intent on getting the guys with the big guns first. The harpies will fly at the runners in a series of diving attacks, at Filth's command. Filth throws several different spells to show off his prowess. He also attempts to levitate a runner off the roof, and drop him to his death at least once. Remember that Filth has a 4 point threat pool.

8 Harpies

Body:	4	Quickness:	8
Strength:	4		
Willpower:	6	Intelligence:	3
Reaction:	5		
Initiative:	5 + 1D6		

Threat rating: 1
Attack: 5M, use 6 dice to determine hits. Their target number is 4, representing a +1 modifier for moving, and a –1 modifier for superior position. (The harpies attack from the air slashing and diving). Each time a player takes damage from a harpy, he must take an additional 6M wound, resisted only

Eddy

Orkan Tribal Physical Adept
Real Name: Eddy Age: 25

Attributes:	Skills:
Body: 8	Stealth: 2
Quickness: 5	Arm. Combat: 4
Strength: 8	Rural Stealth: 4
Charisma: 3	Edged Weap: 6
Intelligence: 3	Project. Weap: 3
Willpower: 4	Crossbow: 5
Essence: 6	Hvy Crossbow: 7
Magic: 6	Etiq., Tribal: 3
Reaction: 5	Negotiation: 1
	Athletics: 3
Init: 5+2D6	Throwing: 3
Karma: 2	NonAero Throw: 5
Pool: Combat: 6	Throw Knives: 7
	Unarm. Combat: 4

Totem: Eagle (You live by eagle shaman standards, but do not cast spells)

Physical Adept Abilities: +4 dice Stealth; +2 dice Athletics; Increased Reaction: 1; Increased Reflexes: 1; 3 boxes Resist Pain
Allergy: Nuisance—sunlight
Possessions: armored vest w/plates (4/3) hung with fetishes; deerskin breechclout; heavy crossbow used w/smart goggles; smart goggles; 20 crossbow bolts (8S); machete (10M); boots made from a Death Rattler you slew; arm guards made from a Behemoth you also slew (0/1); feathers of a lesser thunderbird in your hair; body paints for camouflage; blanket; dried fruit; two throwing knives hidden in boots (8L)

Character Background

You are a hunter and tracker in the New Seminoles, a metahuman tribe in the Everglades. Although satisfied with life as a hunter, the wise ones of your tribe told you that the stars proclaim a different destiny: you will one day be leader.

While few in years, you and your elder brother were abandoned in the swamp by humans of the city. You were found by the father of your heart, Moon Pelican, a powerful shaman. He raised you and your brother in the Tribal ways. Under his discipline, you grew strong and cunning. Your brother shunned the Tribe, and left many years ago for Miami. This hurt your adopted father greatly. You have been angry with your brother since that day.

Your totem spirit is Eagle; you strive to be just. You are proud to be an Ork. Humans are pale and

pallid; as an Ork you are strong, and hardy.

The Tribe is the perfect expression of life that Mother Earth wishes for her children. Everyone has a place and no one faces life alone. In the Tribe, wisdom is heeded, foolishness cast out. Old ways are preserved; elders are revered. Pleasure is in service and community. Technology is useful but no substitute for heart and sinew.

Now you walk the streets of the foul city on the orders of your father and the Tribal council. They feel that for you to be a good leader, you must learn these ways too. In addition, you have been apart from your brother, Martin, for many years. The elders say that you will not have true wisdom until you heal the breach between your brother and yourself.

The people you now walk with know nothing of Tribal ways. They concern themselves with trifles. You cannot hide your contempt for these who live without the Land and Lore. You feel responsible to educate them about the superior ways of the Tribe.

You long to return home, but need this time in the fetid Sprawl to lead your tribe in wisdom.

Other PCs

Martin (who calls himself Wrath): Your brother turned away from the elders' teachings to a shallow life. He shames you and the Tribe, but you do not tell him because he is your elder and requires respect. You must find peace with him, though.

Mobley: wise, but odd. He serves his totem, and has learned to walk many paths, so you respect him. He seems preoccupied with clothes, but spirit callers have different ways.

Dallas: a city dweller with warrior spirit. He has seen many battles, and his heart is heavy. He is honorable and a skilled leader. You can learn from him, so you give him respect.

Indigo: This woman seems to know duty. She knows the Art, but has no totem...her magic must be weak. She cares for others outside of kinship. This is honorable, but perhaps unwise. It is sad that she is alone.

Cruise: A strident woman who weds machines. She accepts no guidelines for her actions, living contrary to the ways of lore and land. She shuns wisdom and is foolish with her antics. She needs discipline and guidance.

by Body, from the venomous dirt on the harpy's claws.

Filth: 2nd degree initiate, Toxic Eagle Shaman (Poisoner):

Body:	3	Quickness:	2
Strength:	3	Charisma:	4
Intelligence:	6	Willpower:	5
Essence:	5	Magic:	6
Magic Pool:	6		
Reaction:	4		
Initiative:	4+2D6		

Cyberware: boosted reflexes–1; cybereyes (lowlight, telescopic, thermographic); datajack

Geas: must move hands to cast spells, playing "air guitar" or actual music.

Skills: Sorcery: 7; Conjuring: 5; Magical Theory: 5; Playing Loud Rock Music: 6

Spells: Barrier: 4; Mana Bolt: 6; Mindprobe: 4; Personal Combat Sense: 4; Analyze Truth: 4; Fireball: 6; Levitate Item: 6; Levitate Person: 6.

Gear: Electric guitar w/built-in amp, armor vest (3/2)

Encounter 10: Storm Spirit

Immediately after Filth dies, runners make a strength check, target 9, to avoid being thrown down by a strong wind that sweeps the roof.

Immediately after the wind, a mass of lightning and a mist forms into a feathered serpent, the physical form of the Free Storm Spirit:

Free Storm Spirit

Force:	11	Spirit Energy:	7
Body:	12/8 (22)		
Quickness:	6		
Strength:	30	Charisma:	10
Intelligence:	10	Willpower:	10
Essence:	10		
Reaction:	10 (20 + 2D6)		

The Storm Spirit speaks loudly:

"I am glad that you have destroyed the foul one. You have done well. In return for this boon, I spare your lives. Give me the idol, mortals, and I shall go."

The Free Storm spirit is powerless to attack the runners; they have claimed the idol rightfully and cannot be harmed. If the runners show that they are not concerned for their own sake, the spirit tries to bribe them with wealth and power. If this fails, then the Free Spirit threatens to destroy the city and the New Seminole camp.

When it is clear that the runners will not surrender the statue, the Spirit will say:

"You are brave, foolish mortals. Very well, return to the Swamps with the prison of my soul. It will not be much longer until the time for the prophecy arrives. Then I will have my freedom in any event.

"Maybe we will meet again. I look forward to it very much. Until that time, may you prosper and grow strong."

New World Opening

No Humans Allowed, Part 2

A World of Your Own

by Roger E. Moore

Last month, we looked at AD&D® campaigns using only nonhuman races, our two examples being Krynnish minotaurs and silver dragons. This month, we continue our snooty disregard for humanocentric campaigns by taking up with a setting populated by another sort of nonhuman—one with special problems far beyond those we encountered with minotaurs and dragons.

Again, a major problem in this campaign is the question of how popular the setting will prove to be for players accustomed to more traditional (human-and-demihuman) adventures. The setting is not only peculiar in itself but is knotted up in rules-conversion problems that would make even the most courageous and devoted DMs run for cover. It is *not* a world for everyone. With that cheerful thought in mind, we look at the "furry Oriental" world of Myoshima.

Rakasta

Kurt is the DM of a group just starting an AD&D 2nd Edition campaign using the MYSTARA® and RED STEEL® settings. Several of the group members (Kurt among them) once played in a Basic-through-Masters D&D® campaign set in the Known World, and they were inspired to begin a "discover the world" campaign based on the D&D *Champions of MYSTARA* boxed set and the "Voyage of the *Princess Ark*" series that ran in DRAGON® Magazine from issues #153 to #188. The player characters start off in Glantri in the year 1010 AC with an experimental flying ship created by an eccentric wizard who goes along as a background NPC. The ship's large crew will provide the players with a broad selection of new PCs if their initial ones are killed, imprisoned, or otherwise lost. The group's mission is simple: test out the ship, explore the reaches of the Known World, and avoid disaster.

Kurt follows the old D&D game mechanics for flying ships and "space travel," as given in the *Champions of MYSTARA* boxed set and DRAGON issue #160, "Up, Away, and Beyond" (with corrections in issue #161, page 44). He ignores SPELLJAMMER® materials since the group will not be leaving Mystara, and PLANESCAPE™, RAVENLOFT®, and *Chronomancer* materials are similarly disregarded for now. The focus of the campaign is to explore the world, not the universe and outer planes. Kurt also disallows psionics, as they were not used in the old D&D campaign material and no one is familiar with them. References to psionics in the RED STEEL books are ignored.

One of the players, Murray, takes the role of a rakasta, one of the cat-people who hail from Bellayne on the Savage Coast and from Myoshima, the invisible moon of Mystara. Murray is a fan of Myojo, the samurai rakasta who became Prince Haldemar's close friend and ally during the *Princess Ark*'s adventures. As a result, Murray invents a character history stating that his PC is actually a samurai who was kidnapped from Myoshima by the crew of a Heldannic flying ship, and was stranded on Mystara after his successful escape. The samurai became a wandering warrior, and he happened to be in Glantri when the ship's crew was being hired. He signed on at

Any masochistic DM working out a calendar for Myoshima should be aware that Mystara has no axial tilt, unlike many worlds (including Earth). All references to Mystara having any sort of tilt are erroneous, and such references in DRAGON Magazine issue #160 and the *Champions of MYSTARA®* boxed set should be corrected.

once, secretly hoping to return to Myoshima. For now, the samurai rakasta has adopted the dress (but not all the mannerisms) of a Bellayne warrior. He keeps his katana and wakizashi (long and short swords) hidden to avoid theft and the discovery that he is an offworlder, though the latter is bound to become an open secret during play.

This is a very creative history, but it promises Kurt a few headaches. After some thought, Kurt uses all the rules for rakasta PCs from the RED STEEL campaign boxed set's Campaign Book, pages 7–11 and 124–125. He gives the PC the samurai kit for fighters from the *Complete Fighter's Handbook*, working out the details with Murray, who wishes to use as much material as possible from the original AD&D *Oriental Adventures* volume. All proficiencies are chosen from *Oriental Adventures*, with whatever modifications are needed to bring them into the AD&D 2nd Edition game. The rakasta can achieve the 15th level of ability as a samurai fighter, as per the Red Steel book, but starts at 1st level like everyone else.

The campaign takes off and does very well. The rakasta samurai Miyowa Kitikata (Kurt winces at the name, but Murray is adamant) achieves considerable experience and power. Then trouble strikes. Murray's work schedule suddenly changes, and he will soon no longer be able to meet when the other players do. Kurt and Murray work out a suitable "farewell" session. During one of their adventures, the flying ship's crewmen sudden find themselves in space, orbiting Mystara. When a squadron of rakasta warriors riding flying tigers surrounds the ship, just as happened in one episode of "The Voyage of the *Princess Ark*" (DRAGON issue #160), Kitikata immediately calls off the attack, reveals his true nature, and takes his leave of the ship and crew to return to his home on Myoshima.

A World of Your Own

However, this does not mark the end of Kitikata's career. Murray approaches Kurt a few days after starting his new work shift and asks to run his rakasta PC on rakasta-dominated Myoshima itself, in a series of solo adventures with Kurt moderating on a night different from the group's meeting night. Kurt has the time and interest, but he soon discovers that he has let himself in for a new round of headaches. In a nutshell, he has agreed to develop an entire game world for one player. (Murray might come up with a few friends to run other rakasta, but Kurt isn't counting on it.) It's fortunate that Kurt and Murray are good friends!

Kurt's first problem is to look up all the relevant information on Myoshima and its societies and races. Before long, he has the following list of references:

• AC9 *Creature Catalogue*, page 44. This presents rakasta as "monsters" but has a little useful information on them.

• DRAGON issue #160 (August 1990), "The Voyage of the *Princess Ark*" (part 7), pages 41-44. This was the article that introduced Myoshima and its cultures, and it contains most of the information on this peculiar little world. Much later information is repeated from this material. The next installment in DRAGON issue #161 (page 41) mentions that asteroid fields are found close to Mystara; these might possibly be in orbit around the world, since flying ships can hide among the rocks.

• AC1010 *Poor Wizard's Almanac*, pages 4 and 58. This has some information on Myoshima, known as Patera to the Immortals alone, and describes the deep-space appearance of the parent body, Mystara, with brief mention of Matera, the other moon. Much the same material is repeated in AC1011 *Poor Wizard's Almanac* II and AC1012 *Poor Wizard's Almanac* III.

• *Champions of MYSTARA* boxed set, Heroes of the Princess Ark booklet, pages 3, 80, 92-93. This contains information on Myojo, rakasta, and Myoshima.

All of this material, of course, is in D&D game terms. Thus, Kurt's next problem is to convert the relevant D&D game material to AD&D 2nd Edition game mechanics. Some of this work is made easier by the section covering such conversions in the D&D *Rules Cyclopedia*. But Kurt must also convert some materials from the 1st Edition *Oriental Adventures* volume to 2nd Edition standards— spells (there are no segments, and priest spells are not in spheres) and the morale and initiative systems in particular. Several other AD&D 2nd Edition books are of use here in developing

either PCs or NPCs from Myoshima:

• The *Complete Fighter's Handbook* offers the samurai and barbarian fighter kits. Many rakasta warriors on Myoshima can be barbarians or have similar primitive-warrior kits if they are not from the two major civilized nations: Myoshima and Rajahstan (Optionally, the barbarian kit from the PLAYER'S OPTION™: *Skills & Powers* hardbound could be used, with modifications to make it fit the game world.);

• The *Complete Wizard's Handbook* offers the wu jen kit for wizards. However, all wu jen spells are taken from *Oriental Adventures*, with conversions to the AD&D 2nd Edition game;

• *The Complete Ninja's Handbook* is used for NPC foes only, not for PCs; and

• DRAGON issue #189, "The Other Orientals," pages 28-32: Offers the bushi (fighter), kensai (fighter), sohei (priest), shukenja (priest), ninja (thief), and yakuza (thief) kits for AD&D 2nd Edition campaigns. All Oriental priest spells are taken from the shukenja spells in *Oriental Adventures*, with appropriate conversions to the AD&D 2nd Edition game.

Kurt looks over the fighting-monk kit in the *Complete Priest's Handbook*, but elects to use a modified version of the *Oriental Adventures* monk instead.

The allowable classes and kits for Myoshiman rakasta in this campaign are eventually worked out as follows, using clues in the RED STEEL booklet:

• Fighter (barbarian/bushi/kensai/samurai kits): 15th level.
• Wizards (wu jen kit): 15th level.
• Priest (shukenja/sohei kits): 12th level (see below).
• Thief (yakuza kit): 13th level.
• Monk (modified from *Oriental Adventures*): 17th level.

No "gaijin" classes (paladin, ranger, druid, etc.) are permitted to Myoshiman rakasta. Kurt considers the 2nd-level limit to rakasta priests (as given in the RED STEEL Campaign Book, page 8) to be too low, so he raises it to 12th to be more in line with the other limits. He sees no reason to limit rakasta monks, since they come with their own martial-arts weapons (claws and teeth).

Additionally, Kurt borrows the rules for honor, family structures, birthrights, and money from *Oriental Adventures*. The honor system will be especially important for role-playing Miyowa Kitikata in this one-player campaign.

With the furry-Oriental PC problem resolved, Kurt still faces a potentially more difficult problem: designing the satellite world of Myoshima itself. General details on the world are available, but Kurt doesn't see the point in mapping it all out. He would rather produce an exciting and workable campaign while cutting all possible corners.

First, Kurt does a little math. If the circumference of Myoshima is about 3,000 miles, then its area would be about 3 million square miles, or about the area of Australia or mainland China.

A World of Your Own

Kurt sketches out a rough map of the world, placing the three freshwater seas, some islands, the various nations mentioned in the books, and so forth. However, he doesn't feel like drawing out every city in detail. After some thought, he digs out his gaming supplies and finds some of the *Oriental Adventures* modules he used long ago for another campaign and never bothered since. He is certain that Murray has seen little of these products, though Murray does have *Oriental Adventures*.

This is nice, Kurt thinks. From OA4 *Blood of the Yakuza*, he notes the city of Nakamura, which he decides to rename and place on the world of Myoshima as a seaport of the empire of Myoshima, on the shore of one of those huge freshwater seas. This will be Miyowa Kitikata's home town. Kurt carefully goes over the information in the module, changing all "human" references into "rakasta" references. He won't need a detailed map of the empire of Myoshima, just maps of the places to which Miyowa goes. (In the back of his mind, Kurt keeps the knowledge that the empire of Myoshima is not on a group of islands like Japan; it is a continental nation. Thus many maps of fantasy Japanese realms like Wa and Kozakura in the FORGOTTEN REALMS® campaign cannot be used.) More maps of other cities (renamed and dropped into the campaign) are pulled from the *Kara-Tur: The Eastern Realms* boxed set and other OA-series modules.

Various monsters are drawn from the MC6 MONSTROUS COMPENDIUM® Kara-Tur appendix and *Oriental Adventures*; bakemono, goblin rats, goblin spiders, oni, and wako (rakasta pirates) will become common foes. Rakasta ninja and other sorts of villains can be taken from *The Complete Ninja's Handbook* and *The Complete Book of Villains*. Magical items and treasures are as per *Oriental Adventures* and other references.

What about adventures? Plot elements, locations, villains, allies, and quests can be taken from OA1 *Swords of the Daimyo*, OA2 *Night of Seven Swords*, OA6 *Ronin Challenge*, OA7 *Test of the Samurai*, and FROA1 *Ninja Wars*. Kurt has a subscription to DUNGEON Adventures, and he sorts through some of the oldest issues in search of Oriental adventures that can be dropped on Myoshima. The following adventures strike him as suitable: "The Kappa of Pachee Bridge" (issue #5), "Samurai Steel" (issue #7), "The Artisan's Tomb" (issue #10), "The Waiting Room of Yen-Wang-Yeh" (issue #17), and "Crocodile Tears" (issue #18).

Is there a way to connect some of these adventures together? Kurt makes up a possible starting scenario: After Miyowa reports back to his liege and tells of his adventures and what he has seen and done on Mystara, he might be regarded as worthy of taking on greater risks and responsibilities. (He's quite

(continued on pg. 31)

The Ravens Bluff Trumpeter

Haras Attacked

Reinforcements Arrive from Procampur

Dargon Haras, Procampur Minister of Affairs to Ravens Bluff, was nearly killed by pirates in the surprise attack upon the city docks. A quick rescue by local adventurer saved Haras who would have been killed.

Following these events, Haras' secret envoy was attacked while trying to sneak through enemy lines. Though information is sketchy, the ambassador's life was once again saved by adventurers.

Other reports indicate that Haras had additional trouble in the High Pass just north of where a rockslide recently blocked the pass, but did make it back to Procampur safely.

Complaining bitterly, Haras vowed that the city would get their "just reward" for their lack of proper protection to the Procampan Ambassador.

A tenday ago, a fleet of six Procampan warships sailed into Ravens Bluff harbor,flying the Procampan flag. Simultaneously, the sky was filled with a V-shaped formation of ten giant eagles with two men astride on each from the south.

Haras grudgingly acknowledged the order given to him by the Procampan Fleet Captain. "By order of Rendeth of the Royal Blood, Thultyrl of Procampur, the Emerald Fleet and the Jade Wing of Eagle Riders are presented to Lord Mayor Charles O'Kane for the duration of Crisis to the City of Ravens Bluff. May our combined might bring Ravens Bluff back to her full glory and defeat all who oppose her."

Deputy Mayor Belanor Fenmarel welcomed the sorely needed forces at the docks. In a public speech, Fenmarel proclaimed, "with friends in Procampur, and our indomitable spirit, we cannot fail to repulse the marauders who threaten the people of Ravens Bluff."

The eagle riders repaired to the mountain of the griffin ride to rest their winged beasts, and the ships took up patrol positions just outside the harbor mouth.

Magic Shop Closes; Sales Rep Accused of Being Enemy Spy

—Dilbert Gotlied

Ravens Bluff's adventuring community was shocked yesterday morning by the unexpected closing of the famous Ravens Bluff magic shop, Potions, Lotions, and Notions.

Unidentified sources close to the shop reported that the assumed owner of Potions, Lotions, and Notions, a man only known as Silver Fox, left a message for the other owners hammered onto the front door.

In the letter, Silver Fox claims to have taken the remaining stock of magic and given it to the army currently laying siege to the city.

The true owners arrived shortly after dawn and immediately entered the establishment, refusing to answer any questions. All arrived with hoods drawn over their faces. Arguing was heard from inside the shop, but none of the owners sought to quell any rumors as many of the city's well-known adventurers arrived up to investigate the closing. By highsun, nearly 100 adventurers were assembled outside, hoping to learn the fate of their favorite source of magical trading.

Shortly after highsun, Slick Willie, the shop's barrister and spokesman, made an official statement:

"While it is true that Silver Fox has disappeared under mysterious circumstances, the vast majority of items in stock at Potions, Lotions, and Notions remain in the building.

(see POTIONS on next page)

Performer Fellowship Offers Services for War Effort

Guildmaster Colin O'Lyre of the Fellowship of Bards, Performers, and Artists announced today that the Fellowship will support Ravens Bluff troops with a company of Morale Officers.

In order to best utilize the skills of the city's bards, O'Lyre is personally overseeing the creation of the Morale company. "We can assure that the soldiers and citizens do not become dispirited during this difficult time," said O'Lyre. He also emphasized that the company can serve as a combat unit if need arises.

The Guildmaster urged all Guild members to join this specialized company adding, "There will be no discrimination against non-Guild bards who wish to join a Morale company."

O'Lyre's announcement has been hailed in the government and military as an example of guild ability to integrate its talents with city defense.

Morale has been low among the populace recently with food and necessities in short supply. Prices have risen drastically. Many believe the unrest has fueled the black market, as well as the growing gang war in Crow's End and the Harbor District.

Sources on the street say competition in luxury goods has risen to a fever pitch. It is hoped that the bards can allay some of the building despair and anger among the poorer residents.

Editor-in-Chief: Fred Faber
City News: Clio Hesperin
Society Editor: Jacinth Moonspring

Adventurers Express Concerns

—Clio Hesperin
An open session of the Advisory Council was held last tenday, and many of the city's adventurers appeared to express their opinions on the war effort. Lord Speaker Sir Bennie Tallson encouraged all citizens to speak their minds, that the council could better advise the Lords. These arew but a few of the many motions and ideas presented to the Council:

Tilbern (played by David Carl Argall of CA), a fighter of noble prowess on the battlefield, said:

"A siege often causes massive price swings, and results in calls for price fixing. These must be ignored. However distressful the changes, the attempt to maintain old prices causes greater damage.

"A classic example is food prices, which naturally jump when outside supplies are cut. Many other cities in similar circumstances decree that the old prices must be paid. Many of those cities fall to their enemies due to starvation.

There will be calls that higher prices are unfair to some groups, but somebody must suffer. There is simply less food. The claim that certain groups should not suffer is special privilege. What fairness is there in stealing the property of a vendor? Prices on food and other items must be allowed to rise. Attempts to control that rise hurt us."

Landros the Pathfinder (played by Richard Moore of GA), a ranger of some renown, said:

"The city needs information, and the only way we will get it is to go and get it ourselves. I propose that small groups be sent out to retrieve information on the enemy's location and strength.

"These groups should consist of no fewer than four and no more than 10 seasoned adventurers to handle the rigors of the assignment.

"Arrangements must also be made to establish communications with these groups. Mages can be contacted to solve this problem. These groups must work independently.

"I volunteer to lead such a small group. I feel that my skills more than adequately qualify me for this task. I also wish to have a say in my group's composition. I feel that you may have a traitor in your midst, and I do not wish to unduly jeopardize my life or the lives of my group members.

"I believe in a traitor theory because things have been going all too well for the enemy. Their attacks have been too successful. The city must find the traitor or traitors and root them out before it is too late."

The Council heard and recorded all suggestions. Sir Tallson thanked the attendees, and promised to forward all recommendations and concerns to the appropriate officials.

Adventure. Excitement. Challenge.
They don't just happen. You earn them. With sweat and skill and sacrifice. But the rewards are greater than you ever imagined. Interested? Talk to your Ravens Bluff army recruiter.
(mail your character to HQ. specify "army")

POTIONS (continued)

"Fears that the gains of the adventurers' community will now be turned against Ravens Bluff are unfounded."

When questioned as to the specific meaning of "the vast majority," Willie said, "as of now, certain items of exceptional quality and power are still unaccounted for."

Members of the City Watch were refused entrance into the building to investigate.

The owners were taken into custody and escorted to the local magistrate, where it was explained to them that the City Watch has the right to enter any building in the city proper for purposes of official investigation. The owners responded that they did not wish to "endanger the City Guards."

"We have powerful protective magics in place to ward the shop," one stated. "Further, we have filed no charges, and will conduct our own investigation for now. This might merely be a practical joke, or a misunderstanding."

"That would be an extraordinarily poor joke," one adventurer standing outside muttered upon hearing the owners' statement.

The only thing clear at this time is that Potions, Lotions, and Notions will be closed until further notice.

Society News

—Jacinth Moonspring
While supplies maybe running short in the Living City, there is certainly no famine of juicy stories! The battles outside the gates are not the only ones being fought these days. Hearts are being broken and vendettas made even as I write these words.

Some of my faithful readers have written to ask, "Jackie, why are you wasting your time writing so much on that Mr. Belanor? He's just an opportunist and a wastrel." Well, **Trixie** (played by Gail Reese of MA),I spend so much time on Belanor because he always seems to be in the middle of whatever is happening.

Even the nicest boy can get corrupted if he spends too much time around our Deputy Mayor. Belanor's personal bodyguard, a handsome young elf known as **Longtime Hunting** (played by Sean Flaherty of GA), recently got himself into a bit of a mess.

It seems that not long ago, Mr. Hunting wooed the affection of one of **Marigold Murfflefoot**'s young helpers, one **Torie Shadai** (played by Sherrie Miller of NC), who became greatly enamored by him. She even gave him one of the nicest magical lances I think I've ever seen. Mr. Hunting accepted the gift, and apparently the two of them became quite involved with each other.

However, the next time Mr. Hunting went adventuring, he met up with a beautiful, buxom young elven woman with jet black hair. Judging by her ability to play a flute, **Madison Amaril** (played by Tia Doran of FL) is quite the bard. My sources tell me that with her walk and that lilting laugh of hers, she sure influenced Longtime's reaction!

According to witnesses, you could hear the joints in Longtime's neck pop as his head swung around to watch her. The next day, Mr. Hunting went to poor Torie and told her that he could not see her anymore. Did he return the lance? What do you think?

I don't know what will become of this. Everyone with connections to the House of Thud knows the cracked-tooth half-orc, **Rictor** (played by Joe Masdon of NC), but how many of my loyal fans know that Rictor's family name is also Shadai? Could there be a relationship there? Will Rictor have something to say to Longtime in the near future?

Society column written by Wayne S. Melnick of FL. If you have printworthy news to share, contact Wayne c/o RPGA® Network or directly by e-mail at: Cateyes01@aol.com

Conventions

Featuring Network Sanctioned Tournaments

BENCON '96
When: May 31–Jun 2 **Where:** Denver CO
What's Happening: Network events, including LIVING CITY™, LIVING JUNGLE™, and a LIVING CITY Bazaar! M:tG, Paranoia, Megatraveller, TGA events. This entire event raises money for worthy charities!
Contact: R.M.B.G.A., PO Box 19232, Boulder, CO 80308-2232; (303) 466-2043; email: Dragon0525@aol.com

GAMEFEST
When: July 6
Where: Chicago IL–Held at the Holy Innocents Church, Fr. Pajek Hall
What's Happening: Events include a M:tG tournament; Network events
Cost: $5 at the door
Contact: John Kavain, 857 N Hermitage, Chicago, IL 60622; phone (312) 733-2395

QUINCON XI
When: Jul 19–21 **Where:** Quincy IL–Signature Room in the Franklin Square.
What's Happening: Illinois Highlander State Championship tourney and Network games
Cost: $15 for the weekend
Contact: Great River Gaming Guild, PO Box 3892, Quincy IL 62305–3892; phone (217) 224 3415

NANCON-88
When: Aug 30–Sep 2
Where: Houston, TX
What's Happening: RPGA Network events, including LIVING CITY tournaments!
Contact: Terry Hawkins, 4734 Warm Springs, Houston, TX 77035; email TLHawkins@aol.com; phone (713) 728-4227

ILLINICON '96
When: May 31–Jun 2 **Where:** Urbana IL
What's Happening: Network events, M:tG tournaments, RPG by NASCRAG, Doc Riley's two–round AD&D* Open
Cost: Weekend $5, additional $5 buys player tickets for all sessions.
Contact: email greggh@uxl.cso.uiuc.edu or write UGH, 904 W Green St, Urbana, IL 61801.

DEXCON 5
When and Where: July 10-14 in Somerset NJ – Atrium Park
What's Happening: This year Double Exposure brings you FIVE non-stop days of gaming enjoyment including the World Cosmic Encounters Championship, National Championships in the DRAGON DICE™ game, Othello, Blood Bowl, Talisman, and the Star Wars role-playing game. RPGA® Network Coordinator Scott Douglas hosts the 2nd Annual Underwater DRAGON DICE Championships (swim fins and blueberry beverages optional). Arcane Circle hosts the Collectable Game Room. 20 RPGA Network tournaments, with six first-run LIVING CITY events. Zeno AND Navarre both available for LIVING CITY magic item trading! Two War modules! A Network Club decathlon event!
Plus: the ARENA–the largest convention battlefield in the world! 1,000 square feet of miniatures gaming excitement including Warhammer Fantasy, 40K, Orkfest, Ogre, Battletech, and the Star Wars Capital Ships Combat, hosted by Double Exposure and Sci-Fi Supply.
Cost: $50 until June 17; $65 at door.
Contact: Vinnie Salzillo, Double Exposure Inc., PO Box 3594 Grand Central Station, New York, NY 10163; phone (718) 881-4575; email Salvius@panix.com

WINCON
When: Sep 13-15 **Where:** Winnipeg, MB
What's Happening: Highlander, AD&D game, Star Wars, Warhammer 40K, M:tG
Cost: $20 until July; $25 until Aug 31
Register before July 31 to receive advance game registration information!
Contact: Wincon, P O Box 28073, 1453 Henderson Hwy, Winnipeg, MB R2G 4E9; phone (204) 668-5614

BLUE WATER CON
When: Jun 8 **Where:** Point Huron MI – VFW Charles Schoor Post #796
What's Happening: Network events, M:tG tournaments, SPELLFIRE®, Battletech, Circus Imperium, Highlander, Amber, and much more.
Cost: $5 until June 1, $7 at the door
Contact: Heidi King, 1522 10th Ave. #5, Port Huron, MI 48060; (810) 982-3532

SHORECON `96
When: Sep 27–29 **Where:** Asbury Park NJ–Held at the Berkeley-Carteret Hotel
What's Happening: 4 Days of SF, gaming, and more! RPGA Network events, first-run LIVING CITY events. Also board, card, Live-action, minis & RPGs. Fun for all!
Cost: $20 adv or $25 at door
Contact: Multigenre Inc, 266 Spruce Dr Brick NJ 08723; email info@multigenre.com

ATCON II
When: Jun 27–30 **Where:** Austin TX
What's Happening: Network events, including eight LIVING adventures. Plus Clash of the Titans–an AD&D gladiatorial game with a special prize: a ticket to *ATSea*, G.O.A.T.'s eight-day gaming cruise!
Cost: $20 until May 15; $25 at the door
Contact: G.O.A.T., PO Box 3116, Austin TX 78764; (512) 443-4251

VII–KHAN
When: Jul 12–14 **Where:** Colorado Springs, CO; held at the Holiday Inn North
What's Happening: Robo-Krunch, Yacht Race; Special Guest Will McCarthy
Cost: Daily $15; Weekend $20
Contact: Penny Tegen, 2926 Valarie Cir., Colorado Springs, CO, 80917; phone (719) 597-5956

CONLINE
When: Jul 27–28 **Where:** TSR Online RoundTable, GEnie
What's Happening: Great online gaming including five Network-sanctioned tournaments: LIVING CITY, LIVING JUNGLE, and Virtual Seattle! Workshops, seminars, guest speakers and more! Network clubs LAMP and UCC host.
Contact: KNIGHT$@genie.com

NUKE-CON
When: Sep 28–29 **Where:** Omaha, NE, held at the Holiday Inn Central
What's Happening: RPGA Events: LIVING CITY & Virtual Seattle; Sanctioned M:tG; Mid-America Battletech Tournament; Computer Suite; GOH: Tom Prusa
Contact: Nuke-Con, 13115 Josephine Circle, Omaha NE 68138; (402)896-8564; nuke-con@synergy.net

GLATHRICON
When: Jun 28–30 **Where:** Evansville IN–Held at the Holiday Inn–Airport
What's Happening: Several Living setting campaigns, novice– to paragon–level events and a very special game of Sim City (our memorial game to remember and honor our friend Steve Glimpse).
Contact: Toni Cobb, Glathricon, 2600 Hillcrest Terr., Evansville IN 47712.

ACTION 2
When: Jul 20 **Where:** Des Moines IA
What's Happening: Sanctioned M:tG; LIVING CITY, Call of Cthulhu, and other Network AD&D game events; Vampire the Masquerade; Dragon Supreme
Cost: $4 at the door; preregistered judges are FREE!
Contact: Tammy Jones, 1304 Boyd St. Des Moines, IA 50316; (515) 266-2358

MAGE CON SOUTH XI
When: Aug 31–Sep 2 **Where:** Sioux City IA – Held at the Sioux City Hilton
What's Happening: Live action Vampire hosted by Wyrd Images of Kansas City; Mechwarrior 2; ASL tourney, art show
Cost: $20 weekend; daily prices available
Contact: David Glewwe, MAGE, PO Box 114, Sioux Center, IA 51250; (712) 722-1136

TOTALLY TUBULAR CON IV
When: Oct 18–20 **Where:** Fullerton CA
What's Happening: More like a large gaming party than a con, features RPGA Network games including first-run Living City and three-round round-robin events.
Cost: $25 until Oct 4; $30 at the door
Contact: Totally Tubular Con, PO Box 18791, Anaheim Hills, CA 92871-8791 or email: PartDragon@aol.com

CONMAN IV '96
When: Jun 28-30 **Where:** Manchester, NH, at Holiday Inn at NH Convention Center
What's Happening: Board games, card games, live role-playing, role playing games, and miniature games.
Cost: Prereg weekend $18; At door, $23
Contact: Conman Gaming Convention, PO Box, 842, Manchester, NH, 03105; phone (603) 644-0437

DARK CON III
When: Jul 19–21 **Where:** Oklahoma City OK – Central Plaza Hotel
What's Happening: RPGA Network games, LARP Vampire, sanctioned M:tG tournaments, Dark-moore's "Player of the Year," guests Skip Williams, Mike Huebbe, Scott Douglas
Contact: Darkmoore Inc., 624 SW 24th, Moore OK, 73160; (405) 794-7624.

GATEWAY 16
When: Aug 30–Sep 2
Where: Los Angeles CA – Held at the Los Angeles Wyndham Hotel
What's Happening: Numerous roleplaying, card and miniatures games, RPGA Network games, and other events
Contact: Stategicon HQ at (818) 848 1748.

GAMMA CON
When: Oct 26–27 **Where:** Texarkana TX – Held at the Four Points by Sheraton
What's Happening: AD&D game events; art show and auction; dealer's room; costume ball and contest
Cost: $15 daily; weekend $25
Contact: Outpost Productions, 503 Courthouse Ave., New Boston, TX 75570; phone (903) 628-6298

ORIGINS `96
When: Jul 4–7 **Where:** Columbus OH–Held at the Greater Columbus Convention Center and Hyatt Hotel **What's Happening:** RPGs, Network events, M:tG National Championship, numerous other games and events.
Contact: Andon Unlimited, PO Box 1740, Renton WA 98057–1740; email: Andon@aol.com.

ATSEA '97
When and Where: April 5-12, 1997, sailing from New Orleans LA
What's Happening: This spectacular value features eight days of Caribbean frolic aboard Commodore Cruise Lines. 14 sanctioned RPGA Network events, including first-run LIVING CITY, LIVING JUNGLE, LIVING DEATH™ and Paragon level events; DRAGON DICE tournaments, Warhammer 40K, INWO, Battletech, Vampire, and Werewolf. Plus: special guest Jean Rabe!
Cost: All for one low price; from $1099; 20% off of deposit before July 1!
Contact: G.O.A.T., PO Box 3116, Austin, TX 78764; (512) 443-4251

CONLINE XXIII
When: Oct 26–27
Where: TSR Online RoundTable, Genie
What's Happening: RPGA Network sanctioned tournaments: LIVING CITY, LIVING DEATH, Call of Cthulhu, other AD&D events, Trivia, guest speakers, and more!
Contact: KNIGHT$@genie.com

OHIO: Columbus area gamers! I am starting a BIRTHRIGHT* campaign and am looking for 6-8 experienced gamers age 18+. Serious inquiries only as I emphasize the word campaign. I plan to play once every week or two and would like the same group together for at least two years. Characters start at 1st level. Scott Koester 614/421-6756 between 11AM–4PM daily or leave message

NETWORK CLUB INFO: I maintain the internet-based North American Gaming Club List, and want to expand our RPGA* Network info. The NAGCL is posted monthly to newsgroups and echoed to AOL and Compuserve. Currently covers 54 states and provinces, 250+ clubs. For current copy or to submit info,email:multigenre@multigen.com No fees involved. Invaluable free service!

development are more important than rules. Write if you're interested in swapping GM tips or discussing fantasy literature. Also write if you own a copy of Mayfair Games' "To Hell and Back." Roy Penrod, 305 West Martin St., Grayville IL 62844

COLORADO: I'm a 14-year-old male looking to join a gaming group or club. I have just started gaming and have very little experience. I'm interested in AD&D* but am willing to learn other systems. John Wright, 2693 Cortina Ln., Vail CO, email: vms@vail.net 970/476-7364 If no answer, please leave message

FOR SALE: I have 800+ SPELLFIRE* cards. I am looking to sell them all together. $60 OBO. Clint Webb, 8921 N. 114th Ln., Peoria AZ. 602/933-1590

Write: Andrew Lykos, 316 N. Ridgeland Ave.,Oak Park Ill, 60302

14-YEAR-OLD MALE looking for people in Toledo area who play Vampire, Battletech, AD&D, Overpower card game , Star Wars CCG, and BLOOD WARS™. Nate Buck 326 E. 3rd, Perrysburg OH, 43551

FOR SALE: 1st Ed., DMG, PHB, Monster Manual 1 and 2, Dungeoneer's Survival Guide, Unearthed Arcana, all in fair to great condition $20 each OBO. Several DRAGON* magazines in fair condition, $5 each OBO. Fred A. Tauring, PO 18069, W. St. Paul MN, 55118. 612/645-5996

@aol.com. For sample issue of QUEST Newszine, send $1

WE BUY YOUR RPGS! Graveyard Games buys and sells used RPGs and sourcebooks. You can also receive credit towards the purchase of any game we have in stock! Graveyard Games, PO 5092, Wilimngton DE, 19808-0092

MARYLAND: Mage: The Ascension group seeks players in DC Metro area to join us in Gaithersburg. We are 20-something professionals seeking same. Frank: 202/383-5318.

Classifieds...

WANTED TO BUY: FORGOTTEN REALMS* books–Cormyr, Draconimicon, Anauroch, FORGOTTEN REALMS atlas, the Waterdeep trail map, and FORGOTTEN REALMS city system. Need not be in mint condition, but must be complete. Frank 908/356-8016 for details. No collect calls please.

FOR SALE: barely used FORGOTTEN REALMS campaign setting, Book of Lairs Accesory, Arms & Equipment guide, Drow of Underdark Accessory, Bard's Handbook, Ranger's Handbook, MONSTROUS MANUAL™, PHB, DMG, Council of Wyrms boxed set, DRAGON MOUNTAIN* Deluxe boxed set. All 2nd Ed., brand new, half retail price. Used: D&D* original boxed set. The Goblins' Lair boxed set, The Haunted Tower boxed set. $10 each, neg. Michael Jackson 805/872-7232

WANTED: RA1 Feast of Goblins, FRE1 Shadowdale, FRE2 Tantras, FRE3 Waterdeep, FRC1 Ruins of Adventure, G1-3 Against the Giants, LC1-3 Ravens Bluff modules. Players in northern VA area wanted. David Payne, 16 Fairview St., Leesburg VA 22075 703/771-3218

PEN PAL/WANTED: I'm a fantasy GM/player of 15 years who believes storytelling and character

TEXAS: Is anybody out there? I'm moving to Fort Stockton area around Dec '96. I'm an active gamer looking to join a group. Experienced DM in my own DARK SUN* campaign, experienced player in AD&D, tried many others. Enjoy gaming period. Please write until Sept '96: Cpl Foster, HHC 34th SG Unit 15333, attn: CMD GP, APO AP 96205-0177. After then I will have no address!

FOR SALE: Warhammer Fantasy Roleplay, Rolemaster boxed set, DARK SUN modules: Black Flames, Merchant House of Amketch, Marauders of Nibenay, and Black Spine. All in good condition. Also looking for pen pals. I'm 18 years old and have many interests. Write: Sean Decker, 93 Wasson St., Witherbee NY, 12998.

WISCONSIN: Players wanted for AD&D FORGOTTEN REALMS campaign in Milwaukee. Bill 414/425-0192

MASSACHUSETTS: I'm 18 years old, been playing AD&D for 5 years, and enjoy M:tG. I'm looking for folks to help me form a gaming club. If you live nearby and are interested, call or write. Ben(zo) Stanbury, 6 Middlesex St., Wellesley, MA 02181. 617/235-1854

ILLINOIS: Gamers in Oak Park and nearby wanted for an AD&D variant campaign. Must be at least 21.

HI TO THE WORLD My name is Alan, I'm the Regional Director for the north of England. I'm 28 years young, looking to establish international links with other directors, gamers, DMs, clubs, etc. to swap gossip, ideas, etc. How is gaming in your area? In England we have "twin" towns, why don't we twin groups, clubs, etc. Get in touch. Alan Forsyth, 23 Alexandria St., Ashton-under-Lyne, Lancashire, England OL6 9QR. Does anyone have any 2-point Amazons?

PEN PAL: My name is Tracey, I'm looking for anyone interested in writing about anything, especially D&D. I really don't play any other game. I am completely hooked on it. Looking for someone who likes to talk about D&D or other topics. I'm 30 and would like to hear from anyone. 1594 Culver Dr., London. Ontario N5V 3L6, Canada. email: traceyp@webgate.net.

PENNSYLVANIA: The DUNGEONEERS GAMING SOCIETY is a national gaming organization based in Pittsburgh, PA. Called one of the best interactive gaming networks, we invite you to join! DGS membership is FREE. Membership includes a Membership Kit and gives access to our unique House Network, QUEST Newszine, plus special events and activities. For more information, send SASE to: DGS, c/o Jennifer A. Martire, 1755 Potomac Ave, Pittsburgh, PA 15216-1948. email: DGSNetwork

PEN PALS WANTED: Is there anybody out there in the night? I'm a lonely 17-year-old AD&D fan and a very big sword and sorcery fantasy fan in general, searching for pen pals all over the world who would like to exchange ideas about AD&D games and books. I'll answer any and all letters regardless of age, race, or sex. Please write to: Jacek Biela, Am Lindenweg 3, 8230 Hartberg, Austria.

OKLAHOMA: Want to see your budding writing talents in print? *Networks*, a bi–monthly publication of the Players' Guild of Oklahoma is a service to PGCO members. For sample copy of *Networks*, submission guidelines, ad rates, membership info, and more, write: Networks, c/o PGCO, PO Box 75834, Oklahoma City OK 73147–5834 (send $1.50 p/h). email: jandk@brightok.net website: http://sooner.brightok.net/~JandK/index.html Please specify vol 5; #1 (Jan/Feb '96)

ANNOUNCING A NEW Electronic Mail List for gamers in the Northeast United States. NEGNET provides an ideal forum for gamers to discuss ideas on a wide variety of gaming topics. To subscribe to this list, send email to MAJORDOMO@LISTS.NEU.EDU The body of this message should read "SUBSCRIBE NEGNET" and nothing more. We look forward to seeing you online!

CITIZENS OF RAVENS BLUFF™: The Lord Mayor Needs You!

Only you can help save the citizens of RAVENS BLUFF from an invading humanoid horde! At this year's LIVING CITY™ Interactive on Saturday at the GEN CON® Game Fair, the fate of the city hangs in the balance, and the Network invites you to help the city levy troops.

Here's how it works:

Step 1—Determine your character's ability to muster. One player, one character, one unit, and you must attend the Interactive at the Game Fair to put a unit in the field. Equipping, feeding, and paying for troops is expensive! Only extremely wealthy townsmen and women can afford to raise troops equipped with full plate, shield, longbow, and longsword. Muster prices are next to the blister pack unit descriptions on the list below. Unless your character has 70+ of the same magic item, no units carry such items! If your character can't afford to part with the gold necessary to equip elite troops, then raise lesser ones; a peasant levy only costs your character 100 gp.

Step 2—Purchase one (1) blister pack of Ral Partha's BATTLESYSTEM® or *Rank & File* figure lines with your unit's muster title at your local hobby retailer. The list of acceptable unit types is below. Most stores will order these for you as well. There are 13 figures in most infantry units, and seven in most cavalry units. For your unit to pass muster, you must use all of the contents of the one blister pack you choose. No extras, no mixing and matching.

Step 3—Paint the figures. Now, while some of you are probably expert figure painters, most of you are like me ("You mean I gotta paint these?!?"). We're not asking for Rembrant or Van Gogh here, ladies and gentlemen, but *unpainted figures will not be allowed on the battlefield.* For more information about painting the figures, stay tuned for my article "Slapping Paint" in next month's Newszine.

Step 4—Base the figures. Make the bases out of balsa wood, thin masonite, or hard posterboard.

- **Infantry**—After painting these figures, base them onto four bases. The bases should each be 1/2" deep by 2" wide. This means that three of the bases will have three figures on each, and one base will contain the leader figure, the standard bearer (if any), and the remaining two or three troops. You might notice that four of the units (RF004, RF005, RF006, & RF007) have only 12 figures; that's right, they only have 12 figures (you cannot add to the unit's strength.)
- **Cavalry**— After painting these figures, glue them onto three bases (each 1" deep by 2" wide). Two of the bases will contain two mounted figures; one of the bases will contain the leader, the standard bearer (if any), and the additional mounted figure. You might notice that two of the units (RF002 & RF003) have only six figures; that's right, they only have six figures (you cannot add to the unit's strength.)

Step 5—Pack them carefully and bring them to the Game Fair! The Interactive starts at 12 noon on Saturday in the Hyatt Ballroom, but we'll be mustering troops at Network HQ in the Arena from 8am on Thursday until the Interactive commences. Units not following these rules "don't pass muster," and will not be allowed in play. Once the Interactive is underway, the mustering period is over. Initial troop placement will begin right after noon, and once it begins, no new troops can be mustered.

Step 6—Kick some humanoid tail! The combat will be conducted on a thirty-five-foot-long battlefield prepared especially for the occasion using the quick-and-simple mass combat rules from *PLAYER'S OPTION™: Combat and Tactics* (pages 175 &176). In other words, the AD&D® game! Unit commanders will be able to participate in the battle for a thirty-minute time period (so that everyone has a chance to play!).

Bring your player character's painted figure too (in 25mm) so that we know just who our heroes are! Don't miss this chance to make history, to determine to the future of RAVENS BLUFF: THE LIVING CITY!

Please remember that Ral Partha CANNOT answer any questions about the LIVING CITY campaign or this event.

Address all questions in writing or by e-mail to Network HQ, 201 Sheridan Springs Road, Lake Geneva, WI 53147 or "RPGAHQ@aol.com."

Units Available for Muster

Ral Partha's BATTLESYSTEM line (15mm)

Stock Number	Unit Title	(type, # of figs)	Mustering Cost (Ravens Bluff gp)	Move	AC	#AT	THAC0	Damage	HD	Ranged Attack
11-900	Lances of Cormyr Mounted Knights	(Cavalry, 7 figs)	50,000	21	1	3	13	d12HD	63	nil
11-901	Longbowmen of Cormyr	(Infantry, 13 figs)	15,000	12	6	2	18	d6HD	39	21"
11-902	Cormyr Swordsmen	(Infantry, 13 figs)	7,500	12	5	2	17	d8HD	39	nil
11-903	Cormyr Lancers of the Eastern March	(Cavalry, 7 figs)	25,000	18	4	2	15	d10HD	49	nil
11-905	Peasant Levy	(Infantry, 13 figs)	100	12	9	1	20	d4HD	13	nil
11-906	Cormyr Militia	(Infantry, 13 figs)	2,000	12	8	1	19	d6HD	26	nil
11-920	Elf Horse Archers	(Cavalry, 7 figs)	30,000	21	3	2	14	d8HD	42	18"
11-921	Elf Foresters	(Infantry, 13 figs)	15,000	12	5	2	18	d8HD	39	24"
11-922	Silver Elf Pikemen of Everska	(Infantry, 13 figs)	15,000	12	4	2	16	d8HD	52	6"
11-924	Elven Noble Archers of Everska	(Infantry, 13 figs)	20,000	12	5	3	15	d8HD	52	24"
11-930	Iron Dwarven Regulars of Tethyamir	(Infantry, 13 figs)	10,000	9	3	2	16	d8HD	39	6"
11-931	Iron Dwarven Axemen of Tethyamir	(Infantry, 13 figs)	15,000	9	2	3	14	d10HD	52	6"
11-932	Tethyamir Crossbowmen	(Infantry, 13 figs)	15,000	9	4	2	15	d8HD	39	28"
Ral Partha's Rank & File Figures (15mm)										
RF001	Imperial General w/ Elite Mercenary	(Cavalry, 7 figs)	200,000	24	0	3	10	d12HD	70	3"
RF002	Imperial Mercenary Lancers	(Cavalry, 6 figs)	100,000	21	0	3	11	d10HD	54	nil
RF003	Imperial Mercenary Cavalry	(Cavalry, 6 figs)	60,000	21	1	3	12	d8HD	54	6"
RF004	Imperial Mercenary Infantry	(Infantry, 12 figs)	25,000	9	2	2	12	d8HD	48	12"
RF005	Imperial Elite Guard	(Infantry, 12 figs)	40,000	12	1	3	11	d12HD	72	12"
RF006	Imperial Foot Knights	(Infantry, 12 figs)	30,000	6	0	3	10	d10HD	60	3"
RF007	Imperial Pikemen	(Infantry, 12 figs)	20,000	9	2	2	12	d8HD	60	3"

- Each figure counts as 10 warriors on the battlefield (hence the high costs). For this reason, magic used to affect the field has to affect an ENTIRE UNIT to affect any of the unit.
- You do not retain the services of the unit after the Interactive, and their equipment remains with them (as a reward for their service.)
- If you don't attend the Interactive, you cannot participate. No proxies!

Forgotten Deities—continued from page 7

they wish to protect themselves; such protection is irrelevant since all beings die at their appointed time, regardless of any measures they take to the contrary.

Specialty Priests (Doomscribes)

Requirements: Wisdom 9, Intelligence 11
Prime Req.: Wisdom, Intelligence
Alignment: LN, LE
Weapons: Any bludgeoning (wholly Type B) weapons
Armor: Any
Major Spheres: All, animal, divination, law, necromantic, summoning, thought, time, sun
Minor Spheres: Combat, elemental, healing, war
Magical Items: Same as clerics
Req. Profs: Reading/writing
Bonus Profs: Netherworld knowledge

Granted Powers

- Doomscribes know a great deal about the ultimate destination of the spirits of living creatures after they die and move on to the netherworld. (This field of netherworld knowledge is identical to the nonweapon proficiency of the same name from the *Complete Book of Necromancers.*)
- Some doomscribes retain their abilities into undeath as mummies and greater mummies. Jergal decides, in some fashion inscrutable to mortals, at the moment of death whether a doomscribe's services will continue to be needed on the Prime Material Plane.
- All spells cast by doomscribes from the spheres of law and time are at double strength in all aspects.
- Doomscribes gain a saving throw vs. petrification against any form of energy-draining attack that may drain them of experience levels or hit points.
- Doomscribes can *feign death* (as the 3rd-level wizard spell) or cast a *ray of enfeeblement* (as the 2nd-level wizard spell) once a day.
- At 3rd level, doomscribes can cast *mummy touch* (as the 3rd-level wizard spell) or *skull watch* once per day.
- At 5th level, doomscribes are able to cast *undead ward* (as the 5th-level priestspell) once a day. The ward they create turns undead creatures at the level of the doomscribe using this ability, rather than two levels lower.
- At 5th level, doomscribes become immune to one level of energy-draining damage per day. (Thus, if they are struck by a creature that causes them to lose two levels of experience and they fail their saving throw vs. petrification, they lose only one level of experience.) They gain another level of immunity at 10th level, and yet another (for a total of three) at 15th level.
- At 7th level, doomscribes can cast *enervation* by touch (as the 4th-level wizard spell) thrice per day.
- At 10th level, doomscribes can cast *animate dead* (as the 5th-level wizard spell) once a day. Since Kelemvor became the Lord of the Dead, creation of undead by Jergal's clergy is discouraged. Nonetheless, creating nonintelligent undead is vastly preferable to the creation of sentient undead, and some priests continue to employ this ability.
- At 13th level, doomscribes can cast *age creature* (as the 6th-level priest spell) twice a day. This ability is not doubled in effect.
- At 20th level, doomscribes can cast *energy drain* (as the 9th-level wizard spell of the same name) by touch once per day.

World of Your Own—continued from page 25

extraordinary already just for having returned home!) His lord given him a series of special assignments in many spheres of interest: recovering lost artifacts and tomes; rescuing kidnapped nobles and diplomats from pirates; defeating the plots of Heldannic knights who seek Myoshima, in order to attack, loot, or conquer it; scouting out enemy encampments and distant islands.

Eventually, Miyowa might be promoted and granted his own estate by the Emperor of Myoshima himself, and then even more adventures will take place. Miyowa can become embroiled in palace politics, conflicts with neighboring lords, and more. He could certainly return to Mystara to go adventuring with his old allies on the skyship, should Murray have an off-night to game with his friends again.

A new source of materials for this campaign comes to light when Kurt looks through a large collection of DRAGON Magazines at a friend's house. Many issues have helpful bits. DRAGON issues #121, 151, and 164 are devoted to *Oriental Adventures* gaming. "Sage Advice" questions and answers on Oriental campaigns appear in issues #121,122, 151, 161, and 162. Articles on new types of martial arts (can't have an Oriental campaign without them, even with just one player) appear in issues #122, 127, 136, and 164. More Oriental treasures are listed in issue #126, and new arrow types (Miyowa is an archer) in issue #146. A marvelous work on sea voyaging for Oriental ships is in issue #130, and Oriental police forces are described in #151. Yuan-ti, superb evil villains, are further detailed with Oriental trappings in issue #151. Best of all (for Kurt), long tables of Japanese names can be found in issue #121. Kurt spends some time at a photocopier getting some of this material into his DM's notebook for the campaign.

Kurt himself has a few recent issues of the magazine, and from them he culls out materials useful in case Miyowa Kitikata meets some rakasta from Rajahstan, an India-style nation on the world of Myoshima. Weapons and armor from India appear in issue #189, and Indian kits and spells are found in issues #225 and #226.

The campaign is started and goes well. Murray brings a friend from work along for the second game, then a third joins later. Kurt's creation gains its own measure of popularity, much to his amazement, and Myoshima lives on.

A Few Last Notes

Myoshimans are perfectly aware of the existence of the HOLLOW WORLD® setting, as their world orbits Mystara in a polar orbit. Mystara will regularly eclipse the sun during part of the year; at other times, half of Myoshima will be in darkness, while the other side will be in sunlight. With a captured rotation, little Myoshima (which is assumed to be very close to its parent world, much closer than the Moon is to Earth) is also divided into a Nearside and a Farside, with the Farsiders never seeing Mystara. It may be assumed that the empire of Myoshima lies mostly on Nearside, as these rakasta seem familiar with it.

The change in making the maximum level of rakasta clerics 12th level from its old place at 2nd level was made official through the RED STEEL folder in TSR Online, on the America Online information service. This folder and the ones for the MYSTARA campaign should be consulted for more information on these settings and their possibilities.

Next month: visit the centaur planet.

❑

Notes from JQ

The Grape Issue

When choosing the color for an issue of POLYHEDRON™, the editor ritually goes to the Pick 'n Save and buys a 4-pound bag of Skittles. He comes back and hangs the bag from the ceiling over Scott, who lies on the floor, mouth open. Then the RPGA® staff gathers 'round and beats the fool out of the Skittles til the bag bursts, piñata-like, showering the office with a rainbow of possibly carcinogenic fruit flavors. The first one to hit Scott's mouth is the color we choose that month.

Fascinating isn't it?

Of course, I've been known to make these things up. I'm Jeff Quick, the new POLYHEDRON editor. Before the barrage of questions begins, let me answer some: Duane moved to game editing and is doing fine, this is actually my second issue, and no ladies, I'm not wealthy, but I am devilishly handsome.

Everybody clear? Okay. Let's talk about me.

The Obligatory Short Bio

I was born and raised in Nashville, TN, and started playing the AD&D® game in sixth grade. For the next several years I went to school and played games, blah blah, the usual stuff.

I graduated from Samford (not Stanford) University in Birmingham, AL in 1994, worked for a kids' magazine you never heard of, did some vocal and writing freelance, and played more games.

At some point I apparently sent Scott Douglas a resume, because he called and offered me a job one morning.

"I don't know Scott," I said, "I've never scoured industrial chimneys before."

"How about editing POLYHEDRON then?" he said.

So here I am.

Can We Talk?

You may note that this issue contains a letters column. This is not an HQ tool to tell you our point of view or to congratulate ourselves. This is to give individuals a greater voice.

I hope to introduce a few ideas along these lines in POLYHEDRON—sections of the 'zine which create or encourage exchange between members. News pages. Opinion pages. Idea exchange. Pen pals in the classifieds is cool, but we can do so much more to communicate. We're a network here, that means we should, you know, *network* and stuff.

The Great Con Job

As I said, I come from the South. In Dixie, we get Dragon*Con and about two tiny local cons a year and that's it. As an RPGA member, I used to read POLYHEDRON and see reams of convention coverage. And I wondered, "Where is this magical faerie land where people go to conventions full time and play 90 gazillion tournaments a year? Don't these people have jobs and families?"

The truth is, there is no enchanted land, even here in the Midwest where cons dot the landscape. Reading the Newszine though, can give you that impression. POLYHEDRON is heavy on convention coverage, and I think that's unbalanced.

I want to make the Newszine useful for your home game. We won't abandon con coverage, but if I have to choose between an article on character development or a big list of convention results, only Executive Intervention will stay my hand from the former.

More Big Ideas

Other things I'd like to do include:
game reviews—I don't know why we don't do these already.
out-of-print game supplements—Was there a favorite game or world that died on you? I'm betting there is. Tell me about it since the pros won't.
on-line gaming—This is a brave new world of role-playing, friends, and I don't see any major RP magazine making headway into it! What a travesty.
my dirty secret—Come closer to the page...I also want more coverage of Other Games. Don't tell, but my favorite RPG right now is *Mage: the Ascension.* AD&D is fun, but we're the RPGA, not the TSRPGA you know?

You Talk A Good Game...

Sound like I'm making a lot of promises? Well, I am. Of course I'll need your help. If you leave it up to me, I'll put out THE magazine for discriminating Jeff Quicks. That may not be what you want to read. You may hate all of my ideas. That's fine. Give me something better. Submit stuff to me. Stories, modules, poetry, articles, half-baked ideas, love letters, hate mail, ransom notes, music scores, whatever. But please, please, pro-actively tell me what you want. You can tell me when I did something wrong, but by then I've already done it.

Many changes you'll see in the next few months were already in motion when I got here. Duane and Scott deserve credit. Dee Barnett and Angie Lokotz deserve a LOT of credit for the new look. I'm just here to keep the wheels turning. Stay with us. You'll want to say later that you were around when POLYHEDRON got really cool.

Decathlon Update

Standings, events, and deadlines. More TBA.

Current standings

Club	Points
PGCO	4
Rathskeller Gamers	4
ARGH!	3
DWO	2
FOG	2
GOAT	1
Black Spot	1
PM Players	1

Lots of events still to go! If the event doesn't appear here yet, it's because we haven't received or been able to score the events at this time.

Recent Events

AT-Con Team event
3 pts–ARGH!

Winter Fantasy
4 pts–Carl Longley, Rathskeller Gamers
1 pt–Brett Bakke, PM Players
1 pt–Tom Hammerschmidt,FOG

OrcCon
1 pt–Randy Wilde, FOG

Black and White Art
4 pts–Jeremy Fowler-Lindemulder, PGCO
2 pts–Kim McGrath, DWO
1 pt–David Crabtree, GOAT
1 pt–Dennis Gill, Fellowship of the Black Spot

We also received wonderful entries from ARGH!, and D.O.G.S., but they were not accompanied by all the required documentation. Since you're wondering, all entries must be accompanied by a Standard Disclosure form signed by the contributing artist or author, and a Decathlon Entry form for the club. It is also helpful to include all entries in the same envelope.

Upcoming Deadlines

June 30	LIVING DEATH™ Campaign Encounter Site
July 5	GEN CON® Game Fair Tournament play entry
July 31	LIVING JUNGLE™, LIVING DEATH, or *Virtual Seattle* tournament